

PRIMA'S OFFICIAL STRATEGY GUIDE

SPHINX

AND THE CURSED MUMMY™

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SPHINX

AND THE CURSED MUMMY™

Prima's Official Strategy Guide

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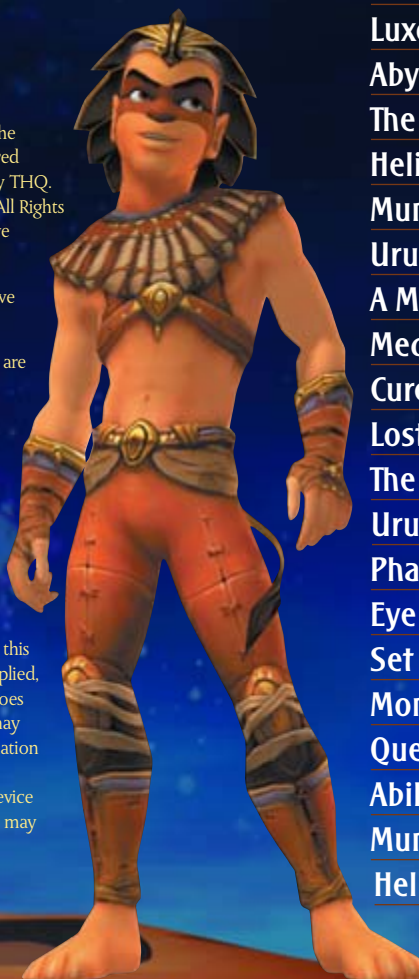
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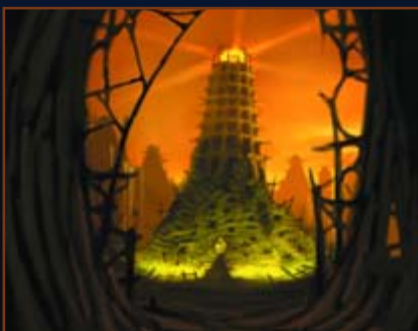
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RIDDLE OF THE SPHINX™

Like a cold drink of water in the middle of the Sahara Desert, *Sphinx and the Cursed Mummy* quenches your thirst for something new, something different, something *refreshing*. In the 5,000 years since the time of the original Egyptian pharaohs, few games have come along that balance hack-and-slash action with challenging brainteasers. *Sphinx* challenges the mind and the thumb with worlds of entertainment. Fortunately for our thrill-starved appetites, *Sphinx* and Tutankhamen get into so many jams on their way to saving the world that you won't ever sit around thinking of how many bricks are in the Great Pyramid of Giza.



From strange towers to pyramids, *Sphinx* travels to exotic locales in search of Anubis' prized crowns.



Walk Like an Egyptian

Despite his demigod powers, *Sphinx* controls quite easily. Your options are simple: move and jump. As you add more items to your inventory, *Sphinx* performs more complex maneuvers. In the beginning, concentrate on the basics.

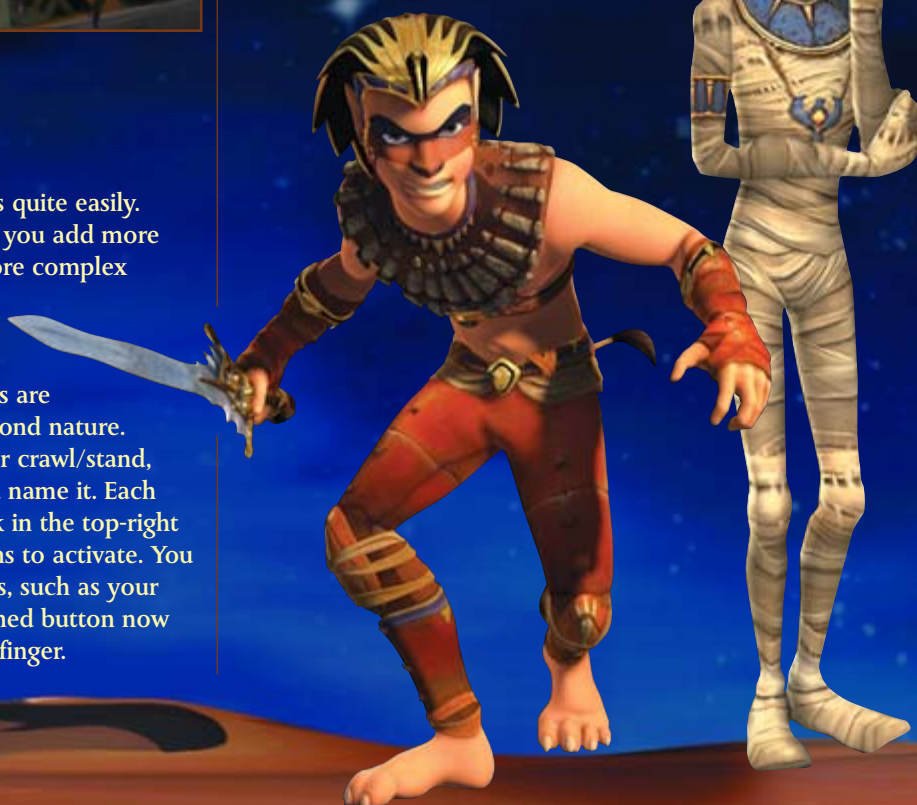
At the screen's top right, the game presents your buttons and which commands are assigned to them. Jumping will become second nature. Eventually, you'll need to learn the keys for crawl/stand, attack, somersault, sneak, swim, read, you name it. Each time *Sphinx* gains a new ability item, look in the top-right corner and discover which new buttons to activate. You also can assign buttons to special items, such as your Shield of Osiris; like a hotkey, the assigned button now activates that item with a flick of your finger.

CAUTION

Unless you need to look at something in particular, keep the camera behind you so you can see over your character's shoulder. You don't want a monster slipping in a cheap shot when you're not looking, and you certainly don't want to wander off a cliff by accident.

Call up your inventory whenever you want to check on your loot. Here you can peruse your artifacts, monsters, and notes. Artifacts are split into two key divisions: quest items and ability items. Quest items, such as a key, further the plotline. Ability items, such as weapons for combat or scarabs for currency, prove useful in general game situations. Throughout the game, you can capture monsters for money and to fulfill certain game objectives; the inventory keeps track of which ones you've nabbed. Finally, the notes section lists the quests you've undertaken.

You control *Sphinx* in all his battle-action glory, as well as the lovable-yet-gawky Tutankhamen.

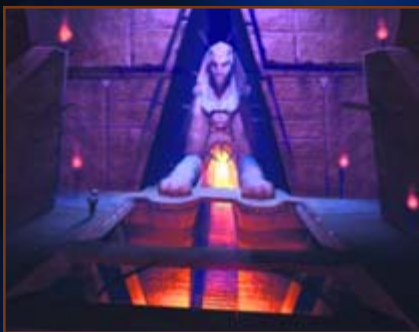


Sand in Your Eyes

You won't have to rely on dirty tricks to beat your opponents in combat; Sphinx dishes out punishment with the best of them. Once you earn the Blade of Osiris—your main weapon—not a monster in the game is an equal match. In fact, the more ability items you collect, the more unstoppable Sphinx becomes. By game's end, only the toughest bosses give you pause.

Inside the game's dungeons, you need sharp wit to bypass the tricky puzzles and sharper reflexes to battle the darker denizens within.

The most important skill to master, however, isn't swordsmanship. It's leaping. Early in the game, you don't even have your sword and must rely on your nimbleness and dexterity. The jump catapults you past chasms, enabling you to pull yourself up cliff faces and dodge hungry monsters. Jump, plus an active Blade of Osiris, turns into a super leap with a sword swing at the apex. This special maneuver is great for striking high targets or increasing your jump distance. When you gain the Wings of Ibis, you can somersault while in mid-jump, effectively doubling your jumping distance.



TIP Keep your distance when fighting multiple foes. It's better to pick monsters off one-by-one with well-placed cuts than to jump into the fray. Up close you may strike for big damage, but you inevitably take damage back, and there are more of them than you.



Avoid the end of the world and guide Sphinx to victory. Who wants to go the way of the dinosaurs, anyway?

Practice leaping and sword combat on lesser monsters or in non-threatening locations. One misstep can send you hurtling to your death, so jumping must become second nature to Sphinx. In the heat of combat, you might be tempted to press the button as fast as possible, but that's not necessarily the best course. Certain monsters can block your blows, so you have to wait for an opening. Plus, fight combinations such as the "slam"—jump, somersault, sword swing—wallop monsters like there's no tomorrow. And there might not be any tomorrows for the unfortunate creatures struck by a battle-savvy Sphinx.

Digging in the Dirt

Sphinx might like to play samurai, but that doesn't mean it's nonstop arena combat. Most of the time you have to use your brain to advance past an area. Some areas are a breeze. In the first area, you immediately know that you must leap across the floating stones to cross the lava stream. Other areas take some head scratching. Don't get frustrated, even if you get stuck in an area. All the tools for exiting the area are there. You just have to think about all the possibilities, no matter how remote, and try them out one-by-one.

Sphinx doesn't say much throughout the story, but he means business when it comes to monster bashing.



Remember to check your inventory, too. For example, if you have a Sarcophagus Key, odds are you need to search out a sarcophagus to open. Under the notes section, the reminder

text might help jog your memory to an unfinished task that's holding you up from progressing farther on your current level.

Several magical items aid you on your quest to defeat the ultimate evil—and teach mummy dogs to sit.



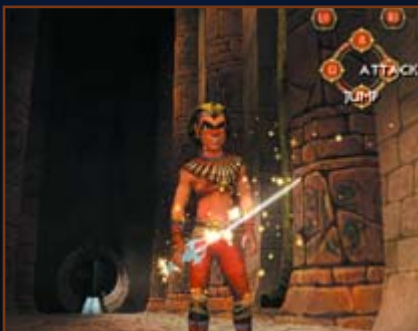
CAUTION

Don't destroy monsters immediately, unless your life is in danger. You can trick some monsters, such as the slim burbles you encounter when you first arrive on Heliopolis, into destroying obstacles that prevent you from advancing past the area.

Heat Signature

Dust off those controllers already and prepare for some fun in the sun, or at least some slinking through the dank shadows of a few dungeons. A demigod and mummy await you. No excuses now—don't say you're too "wrapped up" in the real world to unravel the secrets of *Sphinx and the Cursed Mummy*.

Sometimes you win, sometimes you lose, but you'll definitely have a great time on this Egyptian-themed journey.



GameCube, PlayStation 2, and Xbox Game Controls

GameCube: Controlling Sphinx

Command	Action
(A)	Jump (double tap for double jump)
(B) (hold)	Spin attack
(B) (x2 or x3)	Perform chain attack
(B)	Perform short attack
(C)	Rotate camera
Control Pad	Display items menu
+ Control Stick	Control Sphinx
(A) + (A) + (B)	Slam attack
(L)	Assign item, captured monsters
(R)	Assign item, captured monsters
(A) + (B)	Overhead attack
(START)	Pause game
(X)	Assign item, captured monsters
(Y)	Action (use items, open doors, etc.)
(Z)	Inventory

GameCube: Controlling the Mummy

Command	Action
(A)	Jump
(B) (if active)	Hide (press again to come out of hiding)
(C)	Rotate camera
Control Stick	Control Mummy
(X)	Crawl (press again to stand up)
(Y)	Begin sneaking across ledge (tap again to stop sneaking)

GameCube: Swimming

Command	Action
(A) (underwater)	Swim forward (standard speed)
(B)	Jump (double tap for double jump)
(B)	Dive underwater (attack if Sphinx has the ability)
Control Stick	Control Sphinx
(Y) (hold)	Faster swim

GameCube: Other Actions

Command	Action
(B) (at ladder)	Drop off ladder
(B) (at ledges and railings)	Drop down
(B) (swinging)	Drop down
Control Stick (at ladder)	Move up and down ladder
Control Stick (at ledges and railings)	Move in the direction of stick
Control Stick (swinging)	Press forward to move along the surface

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PS2: Controlling Sphinx

Command	Action
Directional Buttons	Display items menu
×+×+ ●	Slam attack
[L1]	Assign item, captured beetles, or captured monsters
Left Analog Stick	Control Sphinx
● (hold)	Spin attack
● (x2 or x3)	Perform chain attack
●	Perform short attack
[R1]	Assign item, captured monsters
Right Analog Stick	Rotate camera
[SELECT]	Inventory
× + ●	Overhead Attack
■	Action (use items, open doors, etc.)
[START]	Pause game
▲	Assign item, captured monsters
×	Jump (double tap for double jump)

PS2: Controlling the Mummy

Command	Action
Left Analog Stick	Control Mummy
● (if active)	Hide (press again to come out of hiding)
Right Analog Stick	Rotate camera
■	Begin sneaking across ledge (tap again to stop sneaking)
▲	Crawl (press again to stand up)
×	Jump

PS2: Swimming

Command	Action
Left Analog Stick	Control Sphinx
●	Dive underwater (attack if Sphinx has the ability)
Square Button	Faster swim
× (underwater)	Swim forward (standard speed)
×	Jump (double tap for double jump)

PS2: Other Actions

Command	Action
Left Analog Stick (at ladder)	Move up and down ladder
Left Analog Stick (at ledges and railings)	Move in the direction of stick
Left Analog Stick (swinging)	Press forward to move along the surface
● (at ladder)	Drop off ladder
● (at ledges and railings)	Drop down
● (swinging)	Drop down
[L2]	Centers camera behind the character

Xbox: Controlling Sphinx

Command	Action
A	Jump (double tap for double jump)
B (hold)	Backhand sword slash
B (x2 or x3)	Perform chain attack
B	Perform short attack
BACK	Inventory
Directional Pad	Display items menu
A + A + Attack	Slam attack
[L]	Assign item, captured monsters
Left Thumbstick	Control Sphinx
[R]	Assign item, captured monsters
Right Thumbstick	Rotate camera
A + B	Overhead attack
START	Pause game
X	Action (use items, open doors, etc.)
Y	Assign item, captured monsters

Xbox: Controlling the Mummy

Command	Action
A	Jump
B (if active)	Hide (press again to come out of hiding)
Left Thumbstick	Control Mummy
Right Thumbstick	Rotate Camera
X	Begin sneaking across ledge (tap again to stop sneaking)
Y	Crawl (press again to stand up)

Xbox: Swimming

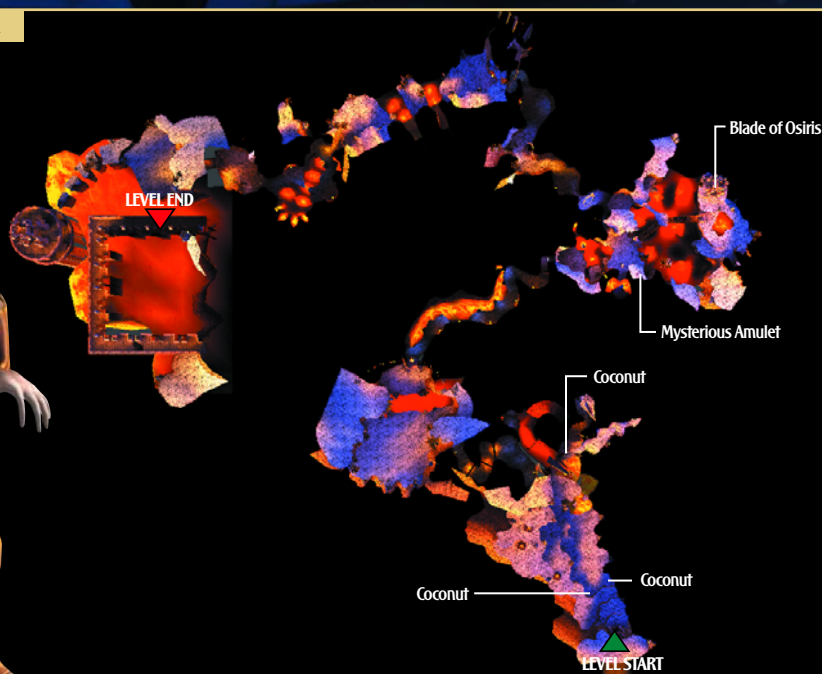
Command	Action
A (surface)	Jump (double tap for double jump)
A (underwater)	Swim forward (standard speed)
B	Dive underwater (attack if Sphinx has the ability)
Left Thumbstick	Control Sphinx
X (hold)	Faster swim

Xbox: Other Actions

Command	Action
B (at ladder)	Drop off ladder
B (at ledges and railings)	Drop down
B (swinging)	Drop down
Left Thumbstick (at ladder)	Move up and down ladder
Left Thumbstick (at ledges and railings)	Move in the direction of stick
Left Thumbstick (swinging)	Press forward to move along the surface
WHY	Centers camera behind the character

URUK

Your mentor Imhotep drops you off in the barren wasteland of Uruk for a reason. Uruk serves as your training grounds as you master jumping, navigating, and following the instructions of your companion-in-arms, Horus. By the time you reach the far side of the lava-strewn landscape, you'll be on your way to living up to your demigod status.



Welcome to the land of Uruk where you dodge deadly laser beams, slip past exploding plants, and get swallowed by a Spitting Toad—all for the greater good, of course.

Toad You So

As soon as you begin the game, Horus leaves you to figure things out yourself. Listen to his tutorial clues, and when you've digested his advice, use him as a landmark to reach your next destination.



Imhotep and Horus help Sphinx on his many quests toward the Castle of Uruk.

Practice your jumps right away. Until you find the Blade of Osiris, all you have are your legs. The first area doesn't contain many monsters to battle, so don't worry about losing a chunk of flesh to a Skeletal Spider or other vicious creatures. Instead, you have to cross lava streams and climb high cliffs—all require well-timed jumps.

Both Imhotep and Horus leave you to your own devices in the lava-scorched terrain of Uruk.

Before you venture out, look for the cliffs to the left of your starting area. They appear about twice your height and impossible to climb, right?

Wrong. You can climb the wall if you time it so the height of your jump touches the wall's top edge. At that point, if you've jumped correctly, Sphinx reaches out and grabs the ledge. Jump again at this point and you hop to the next level. It takes some practice to get this tactic right. It's better to perfect it now when you have no monsters around to hassle you, so spend your first few minutes leaping for handholds.



Master jumping early in the game to reach all the different ledges around Uruk.

Now, you're ready to begin your journey. Head toward the lava stream. Before you get far, Horus pipes in that he's reached a secret cave. This

cave lies across the lava stream and above the third palm tree. He calls you over to here, so you have to navigate the lava stream to speak to him.



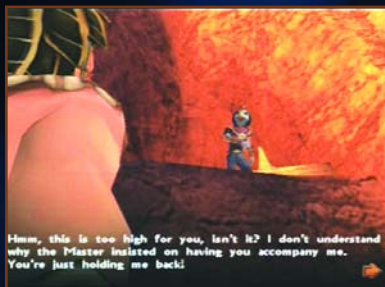
You have to cross a super-hot lava stream by hopping across rocks that float downstream and over a lava waterfall. How do you do that? Very carefully. Watch the floating rocks as they emerge from the tunnel. With the first in jumping range, launch Sphinx toward the floating rock.

TIP When jumping across chasms onto rocks and platforms, always aim for the farthest point. You rarely fall off on the far side. Almost all your accidental jumping deaths occur when you come up too short.

You have time before the rocks plummet over the falls. Don't rush and line up a terrible jump. Aim to hit the rocks at their centers, not near the edges, and cross quickly.

Once you've spoken to Horus again, the Spitting Toad pops up out of the lava pool behind you, so that's where you should head to next. The Spitting Toad on the level below likes the taste of coconuts. Jump down and introduce yourself. Don't fret when he swallows you—he doesn't like the taste of demigods, and you can gather his favorite food in the world.

You can't jump to Horus—you need help from a nearby Spitting Toad.



The flowers may look innocent enough, but if you get too close, you earn more than a suntan.



While you run around, beware of the pretty golden flowers. They glow with a magical energy, which you might think is a healing effect from their benevolent appearance, but they're charged with an explosive power. Approach too close and the stem blows off its flower head and damages everything an arm's length around the plant. Once blown, though, proceed with caution. The flower heads will grow back, carrying with them the same explosive properties as before.



The first two palm trees live on the bottom level, just below the starting entrance.

When you're next to the first palm tree, grab the rock near the ledge's outer lip. You need the coconut that's in the palm tree, and the only way it's coming down is with a well-placed rock to its trunk. Throw the rock at the center of the palm tree trunk and retrieve the first coconut when it drops.



The first palm tree is guarded by a Cobra.

Don't admire the view of the Castle of Uruk in the distance too long. The first coconut isn't a freebie; a Cobra drops out of the tree with it. You have no weapon yet, so one way to beat the Cobra is to lure it close to the cliff edge and dodge at the last second. The snake will miss and fall to its death. A well thrown rock will also do away with it. Be careful when retrieving the coconut that you don't fall off the cliff. There's no recovering from that mistake.

The third palm tree is a problem—it hides on the opposite side of a scorching-hot lava stream.



The third palm tree is underneath the ledge where Horus was stood. Head back this way once again, remembering to be accurate with your jumping. Once across, breathe a sigh of relief on the far side and gather up that loose rock to shake the coconut tree.



To gain the third coconut, jump across the two floating stones before they plunge over the lava waterfall.



Finally, all the coconut hunting pays off.



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Yes, he swallows you, but only long enough to spit you out across the lava stream.



Unfortunately, when you grab the final coconut, you have to head back over the lava. It's tougher this time, because you can't see the floating rocks exiting the tunnel. However, you do have some experience performing it adeptly, so duplicate your previous success and make three fine jumps to cross back.

Now that you have the three coconuts, head back down to the Spitting Toad. After you give him the coconuts, he offers to help you join Horus on the unreachable cave ledge.

First the toad swings left and right, then up and down. You have to time your launch perfectly.



The Spitting Toad sticks out his tongue and asks to swallow you again. Jump on his tongue and you get a view from the inside of the toad's mouth, swinging back and forth, left to right. Stop the toad's sway with the press of a button at the exact spot, lined up with the cave above the third palm tree. Next, the toad bobs up and down. Launch out of the toad's mouth at its highest point so you have enough momentum to cross the distance and land on Horus's ledge.



Speak with Horus and he tells you to douse yourself in the special blood fountain in the back of the cave.



Speak with Horus, who tells you to douse yourself in the special blood fountain, which bestows a temporary fire protection. Duck back into the cave. Some of the exploding flowers grow around the fountain, preventing access. Pick up the nearby rock and heave it at the biggest flower in the middle. The resulting explosion clears the room of flowers. Douse yourself in the Blood of Ra. Its magic grants you a temporary protection from fire, which you need to reach the next area.



Run up the lava river and pull the stone statue.

With this new protection, drop down to the lava stream. This time don't jump over the stones. As crazy as it sounds, run up the lava stream to the top of the cave. You won't get hurt; the Blood of Ra protects you fully. Pull the statue so the lava can flow in the new channel and ignite the steam vents in the area.

Before your Blood of Ra dissipates, return to the top ledge. Run along the wall until you reach the steam vent. Now jump in and enjoy a steam bath. The pressure builds up, and when it shakes at its highest pitch, the steam vent catapults you up to a new cliff level. Jump from steam vent to steam vent until you reach the topmost ledge and a temple entrance.



While you still have the protection from the Blood of Ra, jump into the steam vent near the levels starting point. Pressure builds up and you can leap up to the next ledge with an air vent. Repeat until you land at the top level with the columned entrance to the next area.

Before you can enter the doorway, you have an Eye Sentry to deal with. If the Eye Sentry spots you, a gate crashes down to block the entrance. Hang off the cliff to the right, and when the Eye Sentry looks away, jump up and run inside. At last, you've completed the first step of your journey.

Hang off the cliff and wait for the Eye Sentry to look away so you can sneak by.



Knock, Knock



Use another rock to smash the next Eye Sentry.

Continue through the temple passage until you hit fresh air again. There's only one way to travel, so you can't get lost. Bypass

the second Eye Sentry by chucking the nearby rock at it. On the other side, you see Horus on another unreachable balcony, with a big lava stream blocking your path.



Before battling spiders and climbing the wall to meet Horus, save at your first save statue at the wall's base.

At the top of this plateau, spot a giant boulder secured by three ropes. When you see a giant boulder lashed to the ground, you know you have to break those ropes to see where it rolls. It's natural curiosity, right? It's also the key to exiting this area.

Pick up the only usable object in the area—the rock to the right of the giant boulder—and throw it against the hole in the nearby wall.



Near the giant boulder, pick up a smaller rock, like the ones used to gain the coconuts. Walk over to the small hole in the wall at the base of the adjacent cliff and heave the rock at the hole. The noise wakes a sleeping Slim Burble, which charges out at you. Because you have no weapon, you can't fight it.

Position the boulder's rope between you and the Burble. When it leaps toward you, the Burble strikes the rope, burning it.



Run behind the ropes so the boulder lies between Sphinx and the Slim Burble. When the Burble charges, he leaps into the rope and burns them. Repeat for the other two ropes. The boulder comes crashing down and rolls to bottom of the plateau, where it plops into the lava stream and forms a makeshift bridge to cross to Horus's side.



Dodge spiders and then laser eyes to continue on your journey.

Race to the far side and climb the handholds in the wall beneath Horus. You will have to dodge the three spiders that try to knock you off the wall. At the top, he instructs you on how to use railings to cross gaps such as the lava streams in this area. With the help of the railings, continue cautiously past the laser eyes and through to the next area.



Continue your leap across lava pools as you search for the Blade of Osiris.

Jump the lava gaps and continue until a sea of lava lies before you. A rope to the upper level hangs down here. Grab

the rope and climb to the top, but be careful—if you miss your jump, you'll fall in the lava.



Use the rope to climb up to the next area. It's tricky at the top.

Horus waits for you in the Blade of Osiris area. He shows you where the blade rests—at the building at the top pinnacle. There's a cave with a statue in the entrance. Grab the statue and pull it toward the tunnel entrance. This triggers three platforms to rise up out of the lava pool by the Blade of Osiris.



Pull the statue in front of the cave entrance.



Horus decides to get the Blade himself, but before he can go too far, a cutscene shows the Castle of Uruk's ray charging, and Horus getting blasted off the bridge and falling on a floating stone down the lava stream.

With Horus lost, concentrate on gaining the blade. Next, follow the bridges to the left, where a Zip Line runs from your ledge to the far ledge by the Blade of Osiris shrine. Jump up and grab the Zip Line, which ferries you over to the far ledge. Follow the path up to the lava pool.



Take the Zip Line to the far ledge.

Three stone platforms rise and fall in the lava pool beneath the blade's location. Wait till the lowest platform drops below your height to leap on. As it rises and the second platform drops, leap to that one. When the second and third platforms are even, leap to the final platform. From there, a careful jump and you land in front of the Blade of Osiris. Imhotep will speak to you here, and show you the passageway leading out of this area, close to where you spoke to Horus before he fell from the bridge.



Three stone platforms rise and fall from the lava pool below the blade's shrine. Only a careful leap from the closest platform lands you on the upper ledge.

You will have the Blade of Osiris at your side for the rest of the game. You

can battle enemies, cut through barriers, and increase your jump capacity with this ethereal-white blade. Practice all the different motions, including the high sword slash, so you're prepared for battle.



At last, you own the Blade of Osiris, your main weapon throughout the game!

Below the shrine lies a force field. Arm yourself with the Blade of Osiris and cut through the statue in front of the barrier. This allows you access through the force field. As you did in the first area, grab a blood shower and gain protection from fire. Run down to the lava lake and cross to where you originally climbed using the rope. A stone near the bottom ledge enables you to hop up safely and grab the rope again. You have reached the ledge where Horus last talked to you.

Choose the path opposite the cave where you moved the statue for a whole lot more monster battles and puzzles. Blade in hand, more adventures in Uruk await.

Cut down the force field protecting the blood fountain.



The first cave down this new path has an Eye Sentry controlling a barrier. A quick swipe with your blade will destroy it. Pass through.

Fire, Fire, Burning Bright

Wander through the corridors on the other side of the cave. Halfway through, you'll stumble across three exploding flowers in your path. You've dealt with them before; you don't want them detonating around you. Pick up the rock in front of them and chuck it at one of the flowers to start a cascading effect. Even if you only nip a single flower, it's enough to pass by unscathed.



Destroy the three exploding flowers with the rock.

Around the corner from the flowers, three Spike Spiders have been imprisoned in cages. Enter this room and you'll be trapped inside by spiked gates. Open the chest in the middle of the small cave and gain a Mysterious Amulet. As you grab the amulet, the cages open and the spiders attack. They're quick, so watch out that they don't latch on and eat away your life. Smack them a couple of times to kill them. If they do latch on, hit the attack button vigorously until you bat them off.

TIP Low on life? Throw a rock at an exploding flower so that the whole flower is destroyed. Doing this guarantees a Health Ankh.

Whack the Spike Spider before it latches onto you.



At the entrance and exit to the Spike Spiders' den, two spiked gates slam upward if you pass the threshold. Beating the spiders is the only way out of the room.

Beware the spiked gates that pop out of the floor near the Spike Spiders.



In the next plateau area, an Eye of Ra laser post carries a big sting. Try to run by it and a laser blasts out and fries you in a single shot. You must blast it to the ground before you can proceed.

Run by the hole in the wall to your left to bring the Slim Burble out of its warren. Lure the creature toward the post and stand on the opposite side. The Burble should jiggle and leap at you, but smack into the post instead. The post collapses to the ground.



Don't run by the Eye of Ra laser post or it'll fry you dead.

Next, tread carefully over the rocks and cross the lava streams. These are easier than the first area, because the rocks only tilt and don't flow downstream.



More rocks bridge lava streams. This time, though, the rocks aren't flowing along, so it's a bit easier to leap across them.



Slay the Skeletal Spider next.

Past the lava flows, a Skeletal Spider appears and attacks. Compared to the Spike Spiders, it's easy. Hack away and don't let it head butt you into submission.

Inside the next cave, a Mummy Worm lobs fireballs at you from a far ledge. Dodge the fireballs and leap out off the cliff to grab the swinging rope. Sway over to the left side and jump behind the spiked gate there. From that position, it should be an easy task to attack the Mummy Worm behind the gate.

After dispensing with another Skeletal Spider, you emerge with a small keep in the distance.

After a bit of a run, it's another series of chasm-leaping exercises.



Use the stone platforms to dance past the lava fireballs cascading through the air.

With the fireballs arcing up in the air from the lava pool far below, dance across the stones one-by-one until you reach a levitation disc surrounded

by four hanging target devices. Strike each target with the high sword slash and the levitation disc activates to take you one level higher.

Up top, look for a statue. Shatter the statue with your blade, and the magical bridge will extend across the gap between your structure and the temple in front of you. Take the bridge to the temple ledge.



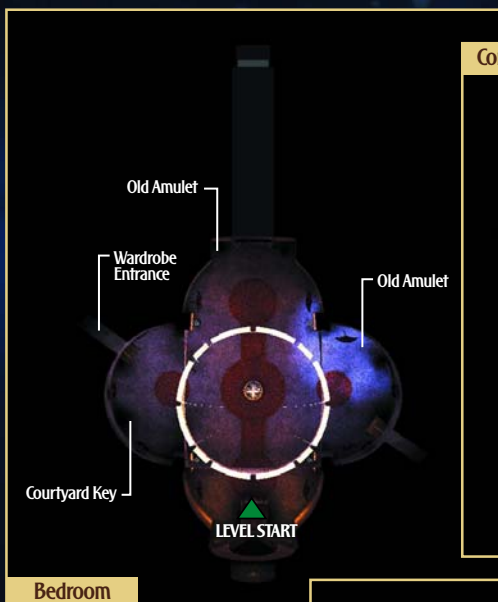
Appease the Portal God with your Mysterious Amulet and you've successfully escaped to the game's next level.

This is the end of the Uruk level. Wander around the side of the temple; a cutscene shows the Castle of Uruk active again and a mysterious ray blasting you into the portal temple. To appease the Portal God and journey onwards, break out your Mysterious Amulet and prepare for your first steps as Tutankhamen.



LUXOR PALACE

The human Tutankhamen runs around the palace on an errand for his aunt, all the while uncovering a plot to ruin his birthday, and his life, permanently. No matter how much fun you have playing the happy-go-lucky prince, don't get too attached—this is the last level in his mortal shell.



Prince's Bedroom



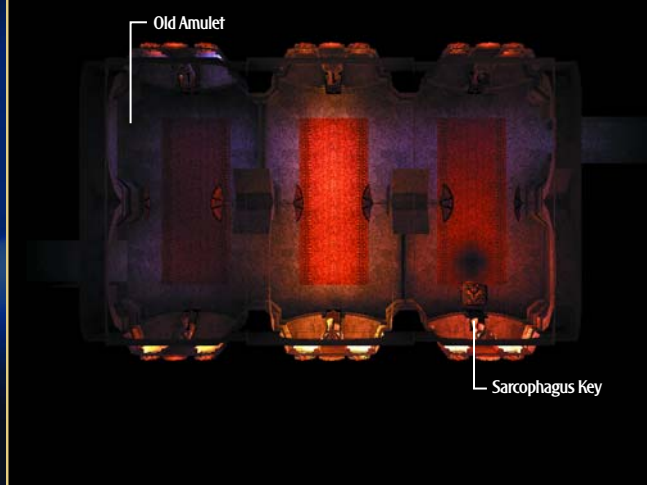
After a level with Sphinx, it's time to play his game partner, Prince Tutankhamen.



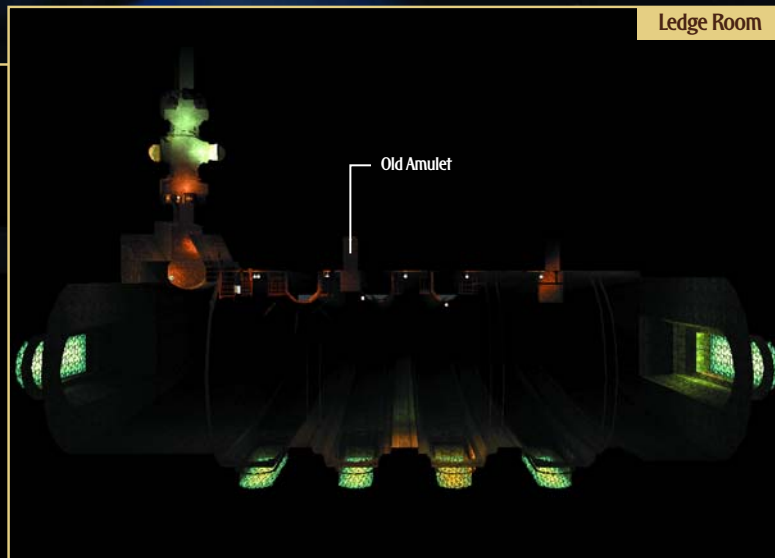
LUXOR PALACE



Secret Room



Ledge Room



Treasure Room



You start the Luxor Palace level as Prince Tutankhamen in your underwear. It's even more embarrassing that you're awakened by your maid wishing you a happy birthday, so head to your left and look for your blue outfit and put it on already. You can walk around with the pink outfit, but the maid thinks it looks terrible on you, and she won't let you leave the bedroom with it on.



Near your blue clothes, push the table away from the front of the wardrobe. Find the Courtyard Key inside the wardrobe.



Grab the table near your silver clothes and move it back and forth. Push it out of the way and open the wardrobe. You've gained the Courtyard Key, which you use to unlock the Courtyard door and see your sweetie Nefertiti later on.



TIP

Many objects in the game can be shifted back and forth, so anytime you see a "Grab" phrase pop up on your Button Interface, move the object to see what's there.

Pull the eagle statue out from the corner to find an Old Amulet.

Look for the bedroom door. Don't leave yet, but grab the eagle statue to the left. Pull it as far out as it will go and you find a secret artifact behind it—an Old Amulet that comes into play when your aunt bestows a quest on you in the next room. Pocket the Old Amulet now so you don't have to worry about it later.



Pink doesn't look good on you. The maid calls you back and ask you to put on your blue outfit.

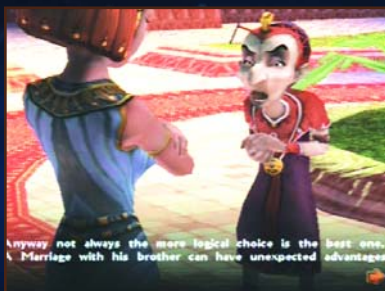
Nab a second Old Amulet from the wardrobe the maid dusts. Knock over one of the nearby potted plants so that the maid chastises you and moves to clean it up. While the wardrobe remains free, slip in and add the second Old Amulet to your inventory. Now you've scoured the bedroom clean, so head out into the palace.



The Courtyard

Your beloved Nefertiti has an unpleasant conversation with the devious Menes.

As you leave the bedroom, you trigger a cutscene that shows the sinister adviser Menes trying to convince Nefertiti to marry your brother, Akhenaten. How low is that? Have no fear. Nefertiti blows Menes off and pledges her love for you.



Your aunt gives you a quest—collect all eight Old Amulets for a small, yet crucial, reward.

Your aunt and her friend wait for you in the foyer, the first room outside the bedroom. She tells you about the eight Old Amulets hidden about the palace. Your aunt claims she's too old to track these amulets down and asks you to do so for her. Accept and be on the lookout for six more. They are the "key" to the end of this level.



Pull the eagle statues in the foyer to reveal a hidden sewer grate.

Before you leave the foyer, pull the eagle statues in the corner. This opens a sealed passage to the sewer, and your aunt and her friend comment on how these sewer passages run through the palace. This one doesn't lead anywhere, but another one in the banquet room proves useful in your quest for the Old Amulets.

Nefertiti tells you that she's lost a very important letter.



Turn left and head to the locked door. Your Courtyard Key opens it. Enter and say hi to Nefertiti. She tells you about an important letter. Unfortunately, a raven has stolen it and flown to the Courtyard's upper ledge.

Head to the Courtyard's balcony level to hunt down the letter.



Climb the ladder in the Courtyard and run along the top ledge. When you get to the locked gate, turn your back on it and inch along to the left. The phrase "Sneak" pops up on the Button Interface. This move allows you to shimmy along ledges throughout the game. Slide along the fence until you find free space on the other side, then you can release into normal movement mode.



Sneak along the first gate to reach the far side.

Of course, there are two wooden fences to get past on the ledge. The second one's a little trickier. You can't jump it and can't skirt around it.

Instead, double back to the nearby flowerpot and push off the top section. This allows you to shove the remaining stone column down the ledge and against the gate. Jump on the column and it's a short jump over the fence from there.



Push the flowerpot over to the second fence so you can leap over and chase down the letter.

Run along the rest of ledge and catch up to the raven, chasing it back down into the Courtyard. Return the letter to Nefertiti. She thanks you, and warns you that evil is afoot in the palace. She worries about your safety and plans to meet up with you again that night. Unfortunately, you won't make it.



Return Nefertiti's letter to her and she informs you of the danger she feels you're in.



Old Amulets

Prince Tutankhamen's brother Akhenaten has a jealous streak a Nile wide.

After the Courtyard scene, head to the foyer and take a left. The guarded door leads to the grand hallway, where you meet your brother, Akhenaten. If you haven't already been clued in, Akhenaten's speech oozes with jealousy and you can tell he's got it in for poor Prince Tutankhamen.



Inside the banquet hall, the second wardrobe on the right holds an Old Amulet.

On the top of the stairs, open the right door and enter the banquet room. The second wardrobe holds an Old

Amulet. Pick it up as you cross to the throne at the far end of the room.

Move the throne to reveal a secret sewer grate.

Jump up on the dais and push the throne to the right. It slides away to reveal a secret sewer grate. To open the grate, pull the eagle statues to the left and right of the throne. Your fourth Old Amulet comes from the eagle statue to the throne's left.



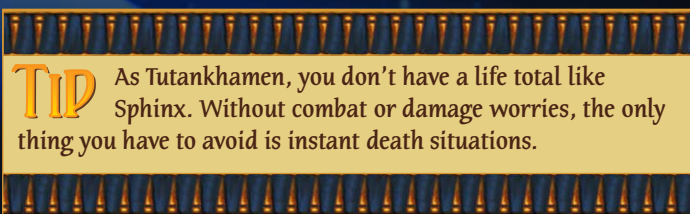
Left of the throne, the eagle statue hides an Old Amulet. To the right, pull the other eagle statue to open the sewer grate.

Ignore the advice of your security advisor and crawl through the hole into the sewers. It may look intimidating in the dark and dank underground, but nothing can hurt you in here, so concentrate on finding the secret doors.



Crawl through the hole and into the sewers to continue your quest for Old Amulets.

Cross to the far side and crawl under the broken fence. Pull the lever to enter a new section that opens to your right.



TIP As Tutankhamen, you don't have a life total like Sphinx. Without combat or damage worries, the only thing you have to avoid is instant death situations.



At the far end, crawl under the broken fence and pull the lever to open another sewer section.

Turn around from the lever and crawl back under the broken fence. On the right side, enter the new section and pull the lever there. The wall revolves and sends you into a hidden chamber.



Pull the new lever and you end up in a secret room where Akhenaten and Menes reveal their evil scheme.

Akhenaten and Menes are hanging out in the hidden chamber when you arrive unseen. They reveal a scheme to do with your birthday that doesn't sound promising, but you can't dwell on that now. When they leave, you have two key items to pick up.



SPHINX PRIMA'S OFFICIAL STRATEGY GUIDE

AND THE CURSED MUMMY™

Move the eagle statue in the secret room to reveal your fifth Old Amulet.

Pull the eagle statue out of its corner for the fifth Old Amulet. Wind around to the table that Akhenaten and Menes were talking in front of and grab the Sarcophagus Key. This item allows you to use the sarcophagi around the palace as a transportation system; you can warp around from one to another, saving lots of time.



Grab the Sarcophagus Key so you can travel through the sarcophagi secret passages.

Leave the sewers and crawl back into the banquet hall. You've covered the floor of the banquet hall, but you couldn't reach the ceiling before. Enter the sarcophagus on the room's far side and it teleports you up to the higher balcony level.



The sarcophagus in the banquet hall leads you to the balcony level high above the banquet table.

Run and jump to the sarcophagus on your left and use it to warp over to a new sarcophagus (two balconies down). It appears as if there's no way out of this new balcony area, but there is. Drop off the ledge. You automatically grab the ledge. Carefully "ledge crawl" over to the adjacent alcove—the balcony area between the two warping sarcophagi—and hop up to safety.



Ledge crawl over to the adjacent alcove.



Find a chest in this area and open it to earn the sixth Old Amulet. You have only two artifacts left to complete the quest.



Your sixth Old Amulet lies inside the chest above the banquet hall.

Turn your attention to the other side of the room. The closest sarcophagus warps you to the far alcove where a crawlspace accesses the

far corner. Crawl inside to leave the banquet room and enter another hidden chamber.



On the right side of the banquet hall, use the sarcophagus warps to reach the far alcove where there's a new secret crawlspace.

As soon as you enter this secret chamber, the crawlspace slams shut. You're locked in and have to find a way out. The good news? The treasure chest holds the seventh Old Amulet. To get out of the room, simply push the statue in the middle of the room and drop through the new hole in the ground.



The seventh Old Amulet awaits in the treasure chest beyond the crawlspace.



LUXOR PALACE

Retreat out of the sewers and back out of the banquet hall. In the grand hallway, enter the sarcophagus at the top of the stairs. This transports you back into the sewers, into the last locked section. Open the chest and gain the Wardrobe Key.

This sarcophagus transports you back into the sewers, where a treasure chest holds the Wardrobe Key.



Key in hand, head through the doors near the sarcophagus and you come up through a wardrobe back in the bedroom. Find the locked wardrobe from earlier and open it with your new Wardrobe Key.



Head through the doors and up through a wardrobe. You're back in the prince's room.

The wardrobe doorway leads to a transition area. Throw the switch and you gain access to a series of balconies with a huge drop below. Don't fall off here, or you lose.



Use the Wardrobe Key on your locked wardrobe and walk into the darkness.

Take the ladder to your left. To find the chest with the last Old Amulet, sneak across the next ledge and drop down to the following platform. You can collect the Old Amulet in the chest here, but the real trick is getting back out.

Pull the lever on the far side to gain entrance to the room with the eighth Old Amulet.



Hang on to your items and prepare for some fancy footwork to get back. Take things slowly—the last thing you want is to slip after all the hard work gathering the amulets.



Be careful—one fall and you start the room all over again.

Jump on the hanging ledge nearby and shimmy across as far as you can. Drop down next to the platform. Leap across to the next platform and you're almost there.



Sneak around the corner, then navigate some beams to reach the platform with the last Old Amulet.



Sneak across the next ledge and jump up to the hanging ledge. In a difficult move, jump up twice to the next two ledges and slide over to drop on the final platform below. Your exit should be in sight.



SPHINX PRIMA'S OFFICIAL STRATEGY GUIDE

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You must master a series of challenges to exit the eighth amulet room.

Treasure Room

The secret exit deposits you out in front of Anubis' statue in the lower part of the grand hallway.

With the eight Old Amulets in hand, you exit into the grand hallway. You come out from the statue of Anubis at the bottom of the stairs. Head back to the foyer.



Return the eight Old Amulets to your aunt and she gives you the Treasure Room Key.

Talk to your aunt again. She'll thank you for helping out an old woman and hands over the

Treasure Room Key. It's

the last place you have to visit on the palace level, so return to the grand hallway and descend to the locked door at the bottom of the steps.



All the loot has been stolen and only a strange sarcophagus remains.

When you open the door in the great hallway, your captain of the guard has already been summoned to the Treasure Room. It's not good news. Someone has stolen all the treasure and left a weird sarcophagus behind. Because you have the magical Sarcophagus Key, you might as well try it out.

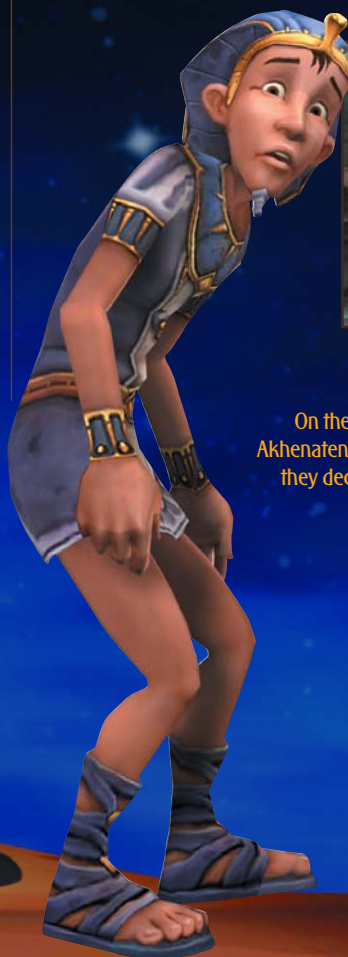
Enter the sarcophagus in the Treasure Room to continue your adventure—and seal Tutankhamen's doom.



And, ultimately, that's Tutankhamen's undoing. On the other side of the sarcophagus, Akhenaten and Menes gather the troops to seize control of the palace. You, as Prince Tutankhamen, unwittingly walk right into their evil clutches.

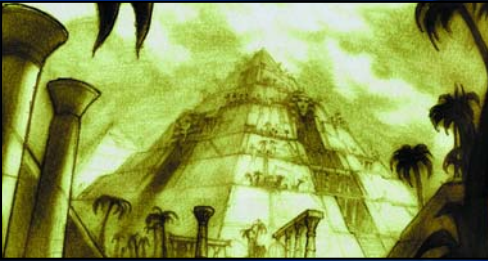


On the other side of the sarcophagus, you interrupt Akhenaten and Menes' ritual. Instead of waiting till later, they decide to take you hostage now and use you as part of the ceremony.



LUXOR PYRAMID

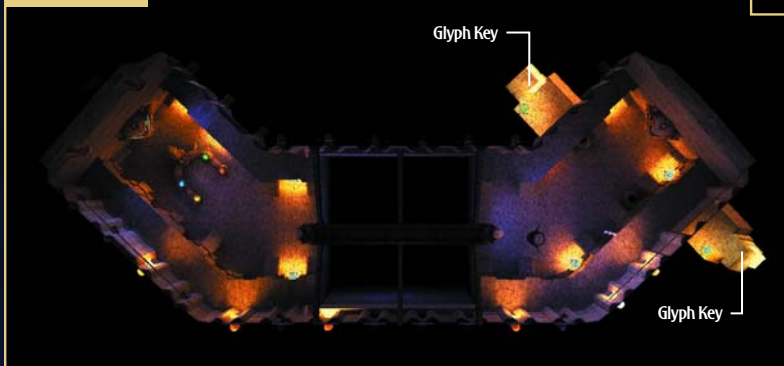
While Tutankhamen falls prey to Akhenaten's evil plot, Sphinx ends up in Luxor Pyramid. Ironically, Akhenaten and Menes (with the captive Tut) find themselves in the same place. As Menes begins the ceremony to transform the prince into an undead mummy and drain his life essence forever, Sphinx must puzzle through the brain-teasers and traps of Luxor Pyramid. Can Sphinx reach the ceremony in time to save Tut?



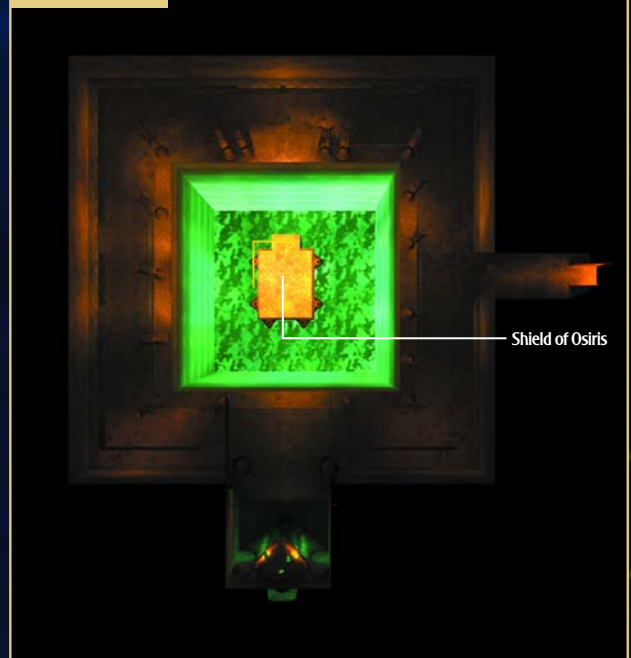
Intro Room



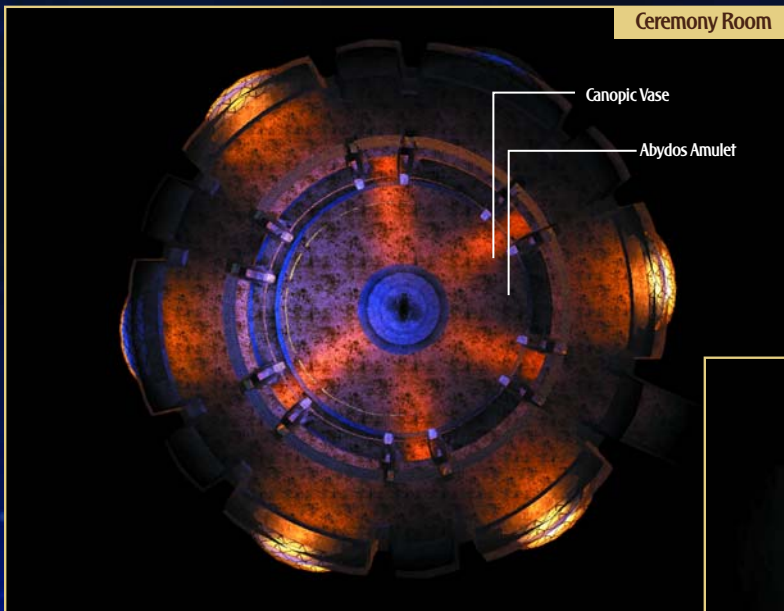
Main Room



Shield Room



Ceremony Room



Shield Room Corridor



Slabs and Skeletons

As soon as Tutankhamen's exploits end in Luxor Palace, Sphinx takes over inside Luxor Pyramid.

You arrive in the portal chamber. Because you have only the Mysterious Amulet, you can't use the Portal God to return to Uruk. It's onward or nowhere.



Save your game at the stone statue. You will want to continue from here should you lose all your health during the level.

To your right, a corridor leads to the mummy transformation ceremony. However, don't

set foot down there yet. The Eye of Ra above the door fires a deadly laser blast that takes out anyone in the corridor. You can't outrun it, so save your game at the stone statue and prepare to battle through the dungeon to find another solution.



The corridor to your right has an Eye of Ra above it that blasts whoever walks into the corridor.

Head through the doorway straight ahead and trigger a cutscene that shows Menes starting the evil ceremony. Tutankhamen lies strapped to an altar with a giant magical device powering up to do something nasty to him. It's time to pick up the pace.



While Sphinx wanders the pyramid, Menes conducts a magical ceremony on the prince.

In the first area, you need two Glyph Keys to progress. A huge chasm blocks you from running through the area, and the two keys will get you past that chasm. First, find the skeleton cage and drop it on the lowered elevator platform.



Climb the ladder, and navigate the ledge till you're in front of the swinging rope.

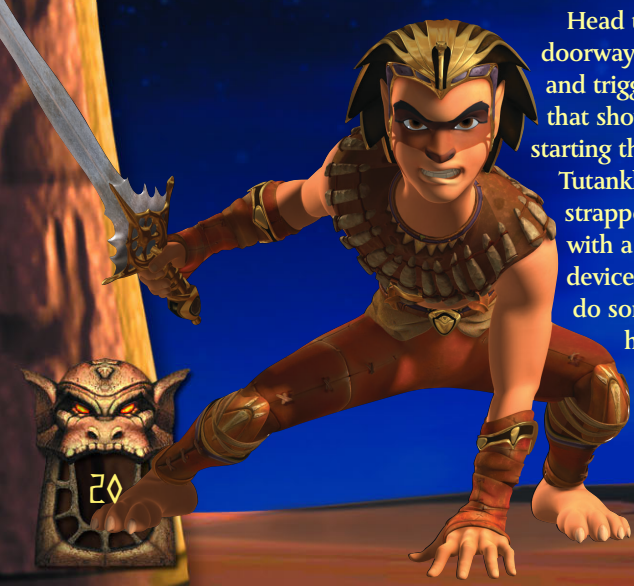


Swing to the other side and pull the lever, which raises the platform with the cage.

Climb the ladder and use the rope on the upper ledge to swing over to the far ledge. Pull the lever on this ledge, which raises the platform with the cage on it. Pick up the cage and prepare to go even higher.



Use the cage as a stepping-stone to reach the three hanging lights.



LUXOR PYRAMID



A secret alcove opens with a Glyph Key hidden inside.

Position the cage by throwing or dropping it so you can jump on it to reach the very highest ledge, the one with three hanging

lights inside. Leap up and strike each light one by one. A secret alcove opens and reveals a statue. Smash the statue with your blade and retrieve the first Glyph Key.



Repeat the same process on the other side and claim a second Glyph Key.

Do the same for the other side: throw the cage back down and stick it on the other elevator platform, then flip the lever to use the cage to reach the alcove on that side. Once you have the second Glyph Key, drop down to ground floor again.



Place the Glyph Keys in the receptacles. Jump onto the rope to cross the giant chasm to a new area.

Place a Glyph Key in each receptacle in front of the chasm. This powers up a pulley system and wheels a rope from the far side down to your side. Jump and hang onto the rope, which brings you to the next area.

Light Sequence Puzzle



Duplicate what you see and hear in the light sequence puzzle to pass the serpent gate.

A serpent barrier blocks the door out of the area. In front of the barrier, the first of many light sequence puzzles is set up. If you press the button in the top center, the puzzle runs through the solution for you. This lights each ring in succession, and you have to repeat the pattern to disable the gate. The correct combination for this puzzle is red, blue, green, yellow, green, red.



The correct sequence for the first light sequence puzzle is red, blue, green, yellow, green, and red.

Hop along to each color circle in the proper order and the barrier glows and weakens. It won't drop completely, but a sword swing shatters it easily. Continue, although you'll return here shortly.



Once you complete the light sequence puzzle, shatter the serpent barrier with your sword.

A force field blocks the door at the end of this area. Notice that the serpent statue above the door shoots out laser beams. You need to deactivate these beams to drop the force field. If you hit all four hanging targets below the path of the beams, the eye beams deactivate and the force field is removed.



SPHINX PRIMA'S OFFICIAL STRATEGY GUIDE

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A force field prevents you from going farther. Disable the laser eyes to pass.

You can't reach all the hanging targets on your own, though. You need to tug on the nearby rope to drop a skeleton cage.

Position the cage below each target and leap off the cage to stretch up and sword-strike the target. Hit all four to banish the force field.



Use the cage to reach the four hanging targets.



Inside the doorway, barring your entry to the last room, are two rows of deadly spikes. You can't jump over them. Fortunately, when the force field deactivates, two ropes are lowered in the previous room (with the light sequence puzzle). Return there.



The force field deactivates, but spike traps stand in your way.

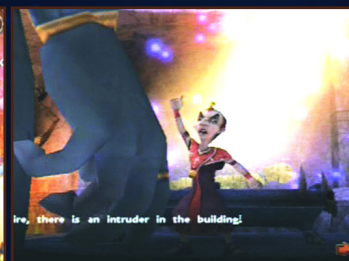
Climb each rope and jump up onto the upper ledge. Avoid the spike trap in your way by falling off the ledge. Swing along the ledge to pass the spikes, then jump back up to reach the levers. Pull each lever to remove the spikes protecting the final room.



Return to the room with the light sequence puzzle and climb the new ropes to reach the upper ledges. Pull the far levers to drop both spike traps in the other room.

All in all, Sphinx tries his best, but it's not enough. Before you can enter the last dungeon

room, Menes converts Tut into a mummy. He also realizes that Sphinx has entered the complex and sends monsters to intercept you (these are the Skeletal Axemen you fight throughout the pyramid). If you hurry, you can still salvage the situation.



Menes converts Tutankhamen into a mummy before realizing Sphinx has infiltrated Luxor Pyramid.

Enter the final chamber and slay all the Skeletal Axemen that cause you grief. Don't be caught off guard either—three skeleton cages hang from the ceiling and drop in your path with new enemies.



Slay all the Skeletal Axemen in the final chamber to gain access to the central island platform.



LUXOR PYRAMID



Vanquish all the bad guys and a serpent bridge extends from the central island. Open the cabinet on the central platform and recover the Shield of Osiris! Equip the Shield of Osiris to deflect attacks, such as the Eye of Ra laser blasts in the corridor leading to Akhenaten and Menes' ceremony. What are you waiting for? Get back there already.

The Shield of Osiris is now yours!



Laser Death

Securing the shield re-animates all the Skeletal Axemen in the pyramid—prepare for a fight.

Depending on how fast you return through the dungeon, you may fight more Skeletal Axemen. Even the ones that once lay harmlessly as dungeon decoration have animated to stop you. Hack your way through and line up in front of the laser corridor.



Use the Shield of Osiris to block the laser blast and proceed to the final area.

Equip the Shield of Osiris if you haven't already, and walk into the corridor. When you hear the laser blast firing up, press the shield button and hold it until the laser blast has finished. When you prevent it once, scramble through the doorway and into the ceremony chamber. But be quick, as it'll try and blast you again very soon.



Cut the rope on the upper ledge to drop the magical device central to Menes' ceremony.

Below, Akhenaten and Menes hold Tut and Nefertiti hostage. Run along the upper ledge and cut the rope on the far side. The magic device anchoring the ceremony crashes to the ground and sets off a chain reaction that sucks Akhenaten,

Menes, Tutankhamen (now in mummy form), and most of the Canopic Vases into an energy vortex. The three end up in the Castle of Uruk for further adventures.



Drop into the ceremony chamber and fight a handful of Skull Worshippers who want to rip apart Nefertiti for fun.

Meanwhile, the Skull Worshippers left behind want to beat up on poor Nefertiti. Slide down the rope into the chamber and take them all on. Skull Worshippers parry a lot, so be patient and swing several times when the opening presents itself. As you take damage, gobble up the Health Ankhs that drop out of the defeated Skull Worshippers to replenish your strength. Don't forget you can use your shield to defend yourself.



Nefertiti explains Tutankhamen's situation and gives you the Abydos Amulet to continue your journey.

Grateful for your help, Nefertiti recaps Tutankhamen's situation for Sphinx and hands him two items: a Canopic Vase and the Abydos Amulet. The Canopic Vase will be used to resurrect the "dead" Tutankhamen, because it holds some of his life essence. The Abydos Amulet allows passage to the water city of Abydos, the next step in your journey.

Imhotep will visit you now to give you some advice and a Gold Ankh. Imhotep departs, taking Nefertiti to safety, and you automatically receive a Gold Ankh. This crucial artifact raises your life total permanently by a full Ankh, and you need the extra life to battle tougher foes. Climb the rope back to the balcony ledge and return to the starting chamber. Call upon the Portal God and he grants you permission to travel to a whole new world—Abydos.

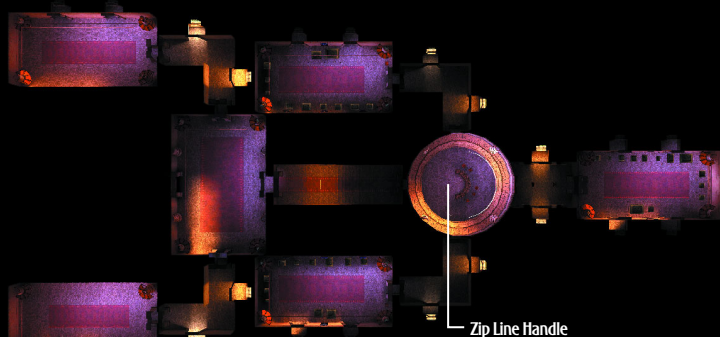


Armed with the Abydos Amulet, ask the Portal God to deliver you there.

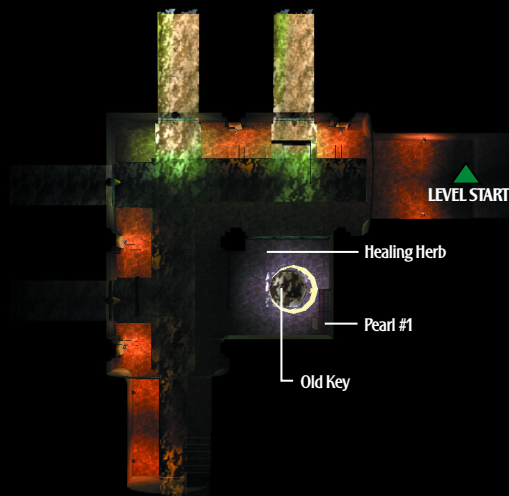
ABYDOS

Have you taken swimming lessons yet? If you haven't, you might not want to hang around Abydos, a city filled with canals and surrounded by a giant sea. Hopefully, the only swimming you'll do is in the Abydos Well, where riches can be found. Don't swim anywhere else, or you'll get electrified by eels and the water. You need to focus on reaching Heliopolis, where the main quest picks up once again.

Museum



Sewer



Canal

Well Wishing

You begin in the Abydos sewers. No monsters lurk here.

The Portal God spits you out in the sewers beneath Abydos. There's not much to do here...yet.

Eventually, you want to enter the locked gate to your left. You can enter it only through a hole in the town well. Scamper up the stairs around the first bend and look for some real civilization.



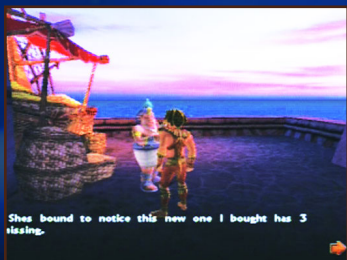
Climb the dock ladder to reach Abydos proper, where all the fun kicks off.

Outside, climb the ladder on the docks and enter the Abydos Plaza.





Hang a left at the far corner, where you see two citizens speaking together. Talk to the closest patron and he tells you that he's lost three Abydosian Pearls and will be very grateful if you could get them back for him. Agree and then go track down the beaked lady who talked to you when you arrived. She gives you hints to finding the pearls.



Talk to the patron to receive a quest to find three pearls. Speak with the beaked lady for hints.

The first hint she gives is to take a plunge in the plaza well. It provides a secret entrance into the locked area of the sewers. At the bottom of the well, retrieve the old key that you need to get through the locked sewer gate.



Jump into the well for a secret entrance back into the sewers.

For some cash and the first pearl, pull out the faithful Blade of Osiris and whack away. Most of the containers hold Gold Scarabs; the one on the end of the top shelf, however, holds the first Abydosian Pearl.



Smash all the sewer containers for some Gold Scarabs and the first pearl.

Repeat the opening sequence and run back to the plaza. The second pearl lies behind a high fence accessible only by a ledge that winds around the city's outer wall. Near where the pearl patron talks, grab the wooden supports and swing out to the ledge. Sneak along the wall until there's a gap and you see three small containers in the fenced-in enclosure. The container in the middle holds the second pearl.



To nab the second pearl, swing to the ledge that runs around the outside of the plaza.



Retrace your steps to the plaza and look for the ledge between the two talking patrons and the starting corner with the dock ladder and the save statue. Between these two areas, a fan-shaped barricade separates a small section. Fall off the ledge and quickly turn to grab the ledge with your hands. Swing past the barricade, then jump up into the enclosure and smash the containers for the third pearl.

The third pearl lies behind the fan-shaped barricades.



Three pearls in hand, return to the pearl patron and he congratulates you on a job well done. In addition, he gives you the Stairs Key that unlocks Abydos's upper level.

Now you can access most of the city.

Once you've given the three pearls to the patron, he gives you the Stairs Key to the Abydos upper level.



Before using the Stairs Key to the upper levels head to your right across the plaza and visit the museum. The mayor of Abydos is giving a grand opening speech but all the museum's jewels have been stolen, and you're just the guy to fix the mess. Whenever you gain a stolen jewel, return it to the jewel expert in the museum (the one standing next to the museum curator). In your travels, when you buy or capture a monster, bring it back to the grateful museum curator. He thanks you and presents you with the Zip Line Handle, a useful device that allows you to gain access to places you can't reach by foot.

Visit the museum and promise the curator you'll donate any monsters you buy or capture.



Back outside the museum, in the plaza corner, past the juggler, a single container generates 10 Gold Scarabs each time you break it. Stop by the corner container after returning to the area to stockpile on wealth.

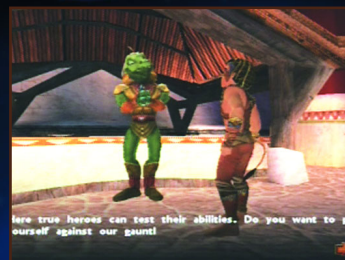
TIP Stock up on money in Abydos. The Scarab containers are plentiful here. Heliopolis provides fewer opportunities to amass wealth, and those ferrymen get expensive.



Visit this container to stock up on money.



Later on in your quest if you'd like to earn some Gold Scarabs, try the Corridor of Champions in the Grand Plaza. The shopkeeper issues you three challenges, and if you complete all three, you win the Medal of Champions. Before you can accept a challenge, you must prove to the shopkeeper that you can double-jump somersault over a fenced-in area and return a Blue Diamond to him. You'll have to come back here once you've gained the Wings Of Ibis. The challenges consist of a wide corridor with moving wall panels. Some panels have doorways, some have windows, and some have inclines you have to climb to get to the top. If you can navigate through the walls and smash all of the statues without getting pushed into the pit at the end—all within a designated time period—you win.



Enter the Corridor Champions in the plaza to be issued three challenges. If you navigate all three challenges, you're awarded the Medal of Champions.



Bumming Around

On the upper level, visit the first store you come across on your left. It's a creature shop, with six different monsters for sale.



Use the pearl patron's key to unlock the upper level of Abydos. Most areas are blocked by city guards (until you get the Abydos Pass Card later on), but you can reach a few areas. First up is the creature shop on the left after you leave the plaza area. You can buy up to six different monsters to add to your inventory, including a Small Frog, Rat, and a Shell Critter. To retrieve the Zip Line Handle from the museum, buy a cheap creature in the monster shop and donate it to the museum curator.

The bum at the Grand Canals corner asks for handouts.



Walk down to the Grand Canal, and at the corner, you see a bum begging for money. He doesn't do much if you give him a little; however, give him 30 Gold Scarabs (10 Gold Scarabs three times) and he returns the generosity with a Gold Ankh Piece. Collect four Gold Ankh Pieces and you'll gain a permanent life boost once you've found a healer to perform a ritual on them for you.

Just as in the plaza, the Grand Canal has gambling games you can play for fun.



You can play some of the gambling games on the Grand Canal for fun, but some can only be accessed once you have a Blowpipe. When you're ready to move on, use your newfound Zip Line Handle to latch on to the ferryman's dock across the canal, all the way down on the end. Pay him 25 Gold Scarabs and he takes you to the main outdoor location, Heliopolis.



Pay the ferryman 25 Gold Scarabs and he takes you to Heliopolis.

Sunshine and Sun Shrines



On the shores of Heliopolis, talk to the farmer near the docks. He fills you in on Heliopolis' brief history and the Cursed Palace.

Heliopolis is a big place and it takes a while to learn the lay of the land. Start by speaking with the farmer directly in front of the docks. He tells you about Heliopolis' history, specifically about the Cursed Palace and his brother petrified inside.



Run up to Great Wall Entrance I leading into Anubis' Tower, a stream winding up to a high balcony, and gain the Eagle Stone from its wooden box.

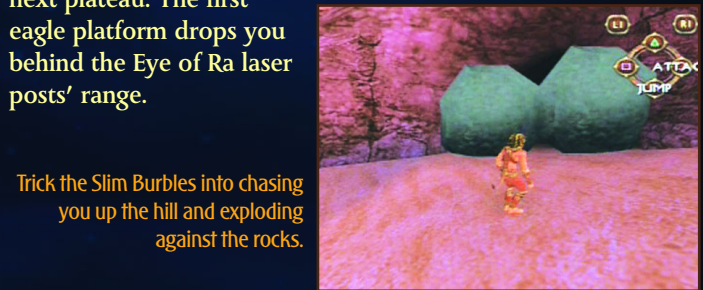
Ignore the Cursed Palace for now—you don't have the items to do anything in there yet—and head up to the stream that winds into the Great Wall (that big structure to the right of the docks). At the end of the stream, Horus waits up on a high balcony that, once again, you can't reach. He gloats about how superior he is, but more importantly, he lets you know that you have to find a way to gain this entrance (the double-jump somersault ability granted by the Wings of Ibis). It's time for Plan B.

Facing Horus' platform, there are three vases to your left. Smashing them uncovers a Fire Armadillo warren. Get the armadillo to chase you so that it burns while striking the wooden box on the opposite end of the beach. Gain the Eagle Stone.



Call upon the Mummy Eagle to guide you past the Eye of Ra laser posts.

Back in the main area, you can now access the Mummy Eagle platforms. Stand on the one closest to the Cursed Palace and use the Eagle Stone. A second Mummy Eagle swoops down and carries you off to the hill on the right, bypassing the deadly Eye of Ra laser posts dropping you at the cave entrance leading to the Sun Shrine Temple. Climb up the nearby rope and stay to the right as you veer around the suspended boulder on the next plateau. The first eagle platform drops you behind the Eye of Ra laser posts' range.



Trick the Slim Burbles into chasing you up the hill and exploding against the rocks.



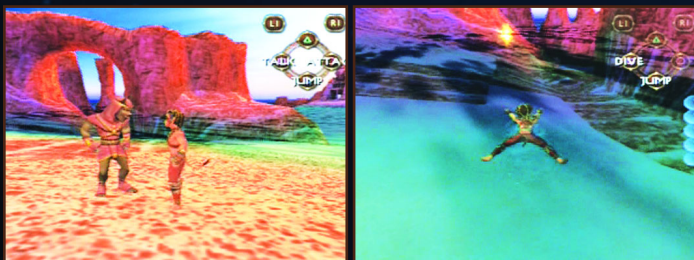
Note that there are three possible exits from the mountainside. The first, a gate at the top of the hill, is protected by a force field. That's obviously out. The second, a pool of water off to your left, has a steel gate blocking it halfway down, so that's out too. The third, a set of boulders between the first and second possibilities, remains the only choice. Destroy the vase blocking the hole down the slope to your right. Lure the Slim Burbles that frolic out of the hole up to the blocked entrance to South Beach. Get one or two to jump at you and explode against the boulders, dodging out of the way to avoid harm to yourself. Voilà— instant exit.

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AND THE CURSED MUMMY™

Way in the distance stands the Sun Shrine Temple, home to your mentor Imhotep.

South Beach has only a few activities for you. Directly in front of you, past the lagoon, the Sun Shrine Temple safeguards Imhotep. Eventually, you need to talk to your mentor so he can update you on recent events and get you in touch with the Mummy Tutankhamen.



The Athlete on the beach gives you a swimming challenge.

You may, however, want to speak with the Athlete on the beach. He offers you a swimming challenge—tag all the water markers in under a set time limit—and you gain the Crocodile Scales, which allow you to swim fast underwater. You'll appreciate this item when you have to swim across a lagoon full of Spinefish.

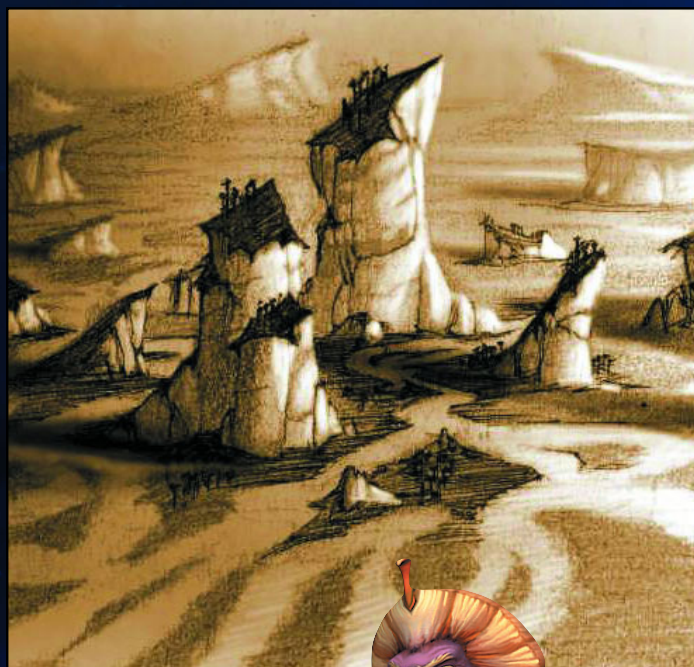


All may look calm, but you'll get the point if you encounter Spinefish on the way to the Sun Shrine Temple.

Cross the lagoon and enter the shrine. Imhotep fills you in on the Canopic Vase and how it can slowly revitalize the Mummy Tutankhamen. The wizard also creates Bas-Ket, a nonliving, magical creature that can enter the Castle of Uruk. No one else can, because the spell that guards the castle kills all living things. Bas-Ket animates the Mummy with the Canopic Vase and delivers a short update on the state of affairs. Now the agents of good have an ally working on the inside, deep in the bowels of the Castle of Uruk. If the Mummy and Sphinx work together to combat the schemes of Set and Menes, the world still has a chance.



Imhotep tells you about the Canopic Vase, and he creates Bas-Ket to deliver the vase to the Mummy in the Castle of Uruk.



THE MUMMY TUTANKHAMEN

Welcome to the after-afterlife, Tutankhamen. Menes and Akhenaten (a disguise for the dark god Set) thought the prince was dead and mummified after their ceremony in the Luxor Pyramid. They threw his body into the jail to rot, but they didn't count on Sphinx and Imhotep supplying Tut with a Canopic Vase to slowly restore his soul. As a "sleeper" agent deep under the Castle of Uruk, can the Mummy elude the dark god and continue to support the good guys ?

Jail

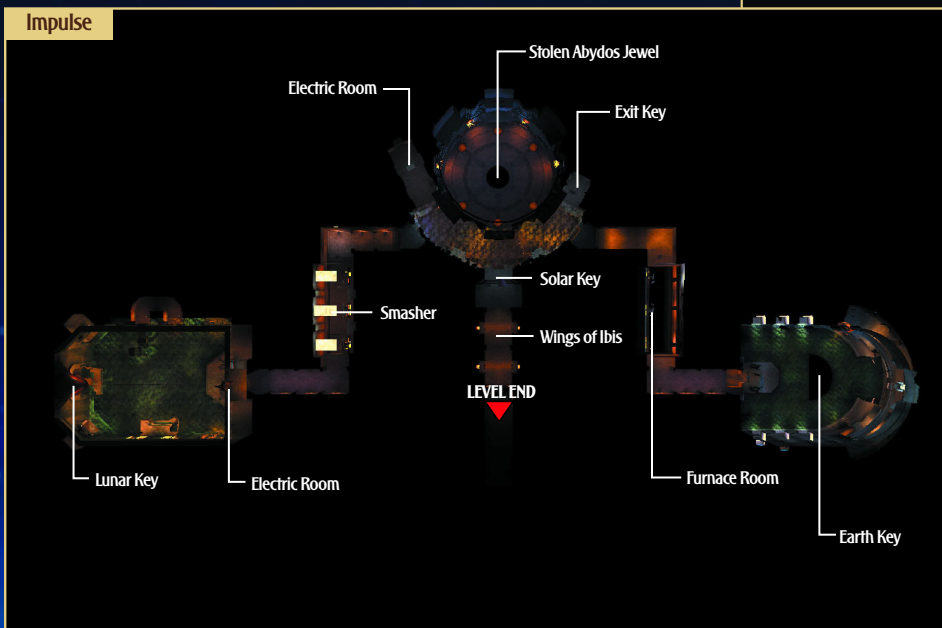


Ledge Area

Pit Room



Impulse



Escape From the Castle of Uruk



Hop up the skeleton cage and ladder to exit.

There are no open doors or windows in the stone jail Menes and Set have placed you in. Look for the hanging skeleton cage on the far end of the cell. Next to it, a ladder runs up into the darkness. Leap up and grab the top edge of the skeleton cage, then jump up. Jump across to the ladder and climb up.



Cross the platforms and cages in the ledge room.

If only it were that easy to get out of the castle. Nope, you still have some hurdles left. In the next ledge room, notice the exit on the far end of the room. Should you fall, it's a bottomless pit, even for an undead mummy. Instead, navigate from left to right across the room, jumping from skeleton cage to wooden platform and back, using the railings to swing along as well. Go carefully and it shouldn't be difficult.



Ride the metal rods to the top of the ray room just in time to hear Menes' castle defenses speech.

The third room, the ray room with steel rods moving up and down from the hot core, is the most dangerous. From the starting ledge, leap up and grab one of the rods before it ascends. I know it's tough, but you then have to leap up from your hanging position to the next bar above. If you fall, try to fall so you hit the starting ledge on the way down. This saves you some retries. Once hanging from the second rod, wait until it ascends, then leap up and grab the next iron rod you see above. Now you are high enough to make one last jump for the top of the pit room.



Bypass the slow-turning Eye Sentry by slipping by on the side when it's not looking.

After Menes clears out and leaves the Eye Sentries on permanent watch, survey the room. You have three exit possibilities—two exits by a fast-turning Eye Sentry, four exits by four Eye Sentries, and two exits guarded by a single slow-turning Eye Sentry. Pick the easy target. Run over to the wall beside the Eye Sentry and wait patiently by the statue's feet. From here, time your run so the Eye Sentry is peering in the opposite direction. You have enough time to dart for the exit without detection.

It doesn't matter which exit you choose. They both lead to the same area. If the Eye Sentry spots you, reset the doors by stepping on the nearby pressure plates on the floor.

If the Eye Sentries spot you, run over the nearby pressure plate to reopen the doors.



Wing Leader

Find two celestial keys to solve the planetarium room.



THE MUMMY TUTANKHAMEN



The central planetarium area has a lot of details to familiarize yourself with. Until the power's on, the central circular area and the node in front of you do nothing. Burn the small wooden pyramids for Onyx Scarabs, but only when you've accessed the Fire Mummy ability, which comes later. Two gates barricade rooms you need to access later: one off to the left with a chest and one directly in front of you past the water with a glimmering key.



Position the movable platforms so you can return with the electric ability and charge up the central node.

The center circular area catapults you to different ledges once it's

powered up. The adjacent electric node needs some mummy-zapping to fire the room up. Head right and arrange the movable platforms so you can leap from the small room on the right back to the main area without touching the water.

Enter the right-hand room and open the chest. It's an electrical trap, but that's okay, because you need a little juice. With the electric ability, bounce back over the platforms and charge up the main area node. This activates the catapult machine in the room's center. Run into the center and get launched up to one of the higher ledges. You will be rewarded with the first Stolen Abydos Jewel at the catapult machine.



Bypass the smasher to reach the lightning trap under the starting ledge in the next room.

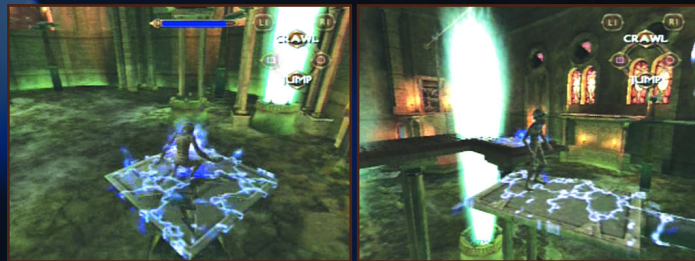
The floor in the next corridor becomes the smasher. Later, you want to get crushed, but now you don't. When the floor jaws close, take off along the side. You won't make the whole length before the smasher opens, so jump into one of the alcoves for safety. As the smasher closes again, finish off the last bit and enter the Lunar Key room.



Shock the Alert Spider off the main ladder.

Fall off the ledge in the Lunar Key room and run around the back to trigger the electric trap there.

With your new zapping powers, climb the ladder out front to shock the Alert Spider off and give yourself ready access.



Use the electric platforms to leap into the high stone archways and turn on the second and third nodes.



The room may be filled with water to nullify your electric powers.

However, it's also laced with steel platforms along each side that activate when the Electric Mummy steps on them. Jump from platform to platform to reach the second and third nodes in the higher alcoves. Watch out for the water sprays that gush up. One hit from them and you have to return to the electric trap for another jolt. Once these two nodes are active, the trapeze bar activates as well, ready to take you over the length of the room.



Hold on to the trapeze bar to swing across the room and grab the Lunar Key.

With both electric nodes charged, climb back up to the starting ledge and grab the swinging trapeze bar. The bar takes you across the far ledge with the Lunar Key. Secure the key and cross back to the now-unbarred front door.



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AND THE CURSED MUMMY™



Let the smasher crush you into the Paper-thin Mummy.

Back in the corridor, fall through the smasher's jaws this time. The walls crush you wafer-thin, which is exactly what you need to pass through the bars in the main room. Exit right and continue back into the main room.



Slip through the bars to pull the lever and gain the Exit Key.

Follow the water and head across the main room to a small room past the alcove with the Solar Key. You have just enough time to reach the bars and slip through before the Mummy pops back out to full size. Pull the lever to drop the gate in front of the Solar Key and pick up the Exit Key from the chest.



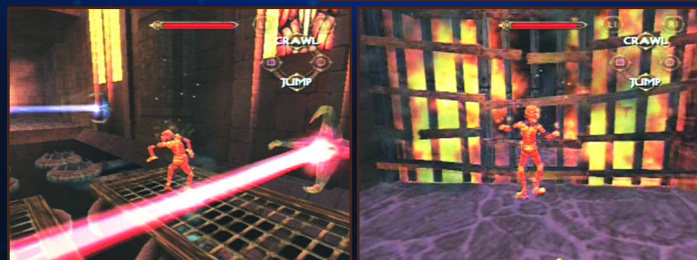
Replace the Solar Key with the Lunar Key.



Return to the key alcove and replace the Solar Key with the Lunar Key. This lights up a different pattern on the main room's floor. Now when you use the catapult machine, you reach a new ledge. What are you waiting for—go get gobbled up!



Trigger the flames with the red laser beam and burn the wooden gate in the next corridor.



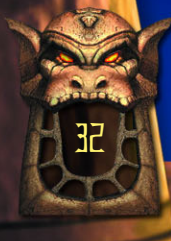
Next up is this level's furnace room, or fire trap. Run by the Eye Sentry that activates the trap and jump on the left platform. Ride the platform out into the middle and get torched by activating the flames by passing through the red laser beam. Jump to the right platform and let it bring you to the other side. Crouch at the end to avoid the blue laser beam which activates water sprinklers that will extinguish your fire ability. In the next corridor, burn down the wooden fence and continue into the Earth Key room.



Get the room in order by pulling the lever and setting the movable platforms to reach the other wooden gate.

Inside the Earth Key room, drop off the ledge and ignite the torch chamber behind you. From here you can get your fire ability whenever you like. Leaving the chamber, on the left side, pull the lever in the alcove to activate the water-powered platform that returns you to the starting ledge.

Regain the fire ability and burn the last wooden gate.



THE MUMMY TUTANKHAMEN



Head to the other side of the room and push the movable platforms so that you can cross to the fenced-in lever from the bottom stone ledge. Regain the fire ability and leap to the gate. Burn it down, but don't pull the lever yet.



Push the stone statues off their pressure plates so you can reach the torch chambers and ignite them.

Head over to the other side of the room and push the two stone statues off their pressure plates. Stone platforms rise in front of the remaining two torch chambers, so you can cross without getting wet. Get more fire and burn the chamber to your left. Jump the movable platforms and pull the lever. The central stone platform rotates so you can burn the right-hand torch chamber.



Use the snakehead platforms to reach the center high ledge.

Return to the top ledge and use the new snakehead bridges to navigate around the room. Halfway around, you have to sneak past three spike traps in the wall. Open the chest on the central platform and gain the Earth Key.



Dodge the spike traps on your way to recover the Earth Key.

Run back through the furnace room, get the fire ability, and enter the main area. Don't blindly jump into the main room or you'll hit water and extinguish the fire ability. First jump to the right-hand ledge, then down to the main floor. Go back into the electric room, but avoid the electricity by hiding

inside the sarcophagus. With the fire ability still intact, exit when the lightning ceases and burn the fence to get to the last lever. This drops the exit gates. Back in the main area, you can use your fire ability to release the Onyx Scarabs from the central area.



Back in the electric room, avoid the electric ability by stepping into the sarcophagus. With your fire ability, burn the gate and pull the lever.

Replace the Lunar Key with the Earth Key. The catapult machine now launches you toward the exit ledge. Shoot up to the ledge and grab the Wings of Ibis from the chest before you exit. The Mummy has performed his first mission with plenty of spare bandages and not a single wound to tend.



Replace the Lunar Key with the Earth Key and take the last catapult launch to the exit and the Wings of Ibis.



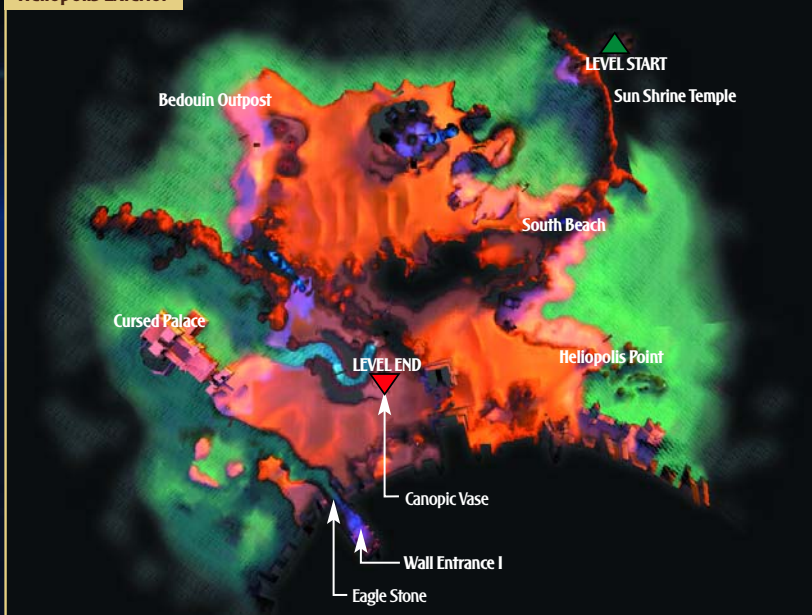
HELIOPOLIS

Call it home base. Much of the remaining game occurs on the shores of Heliopolis. You'll get to know all the beaches, and where you can and cannot swim. You'll learn the dungeons and the local personalities. From Anubis' Tower to the secret cavern beneath the Cursed Palace, your quest ends here.

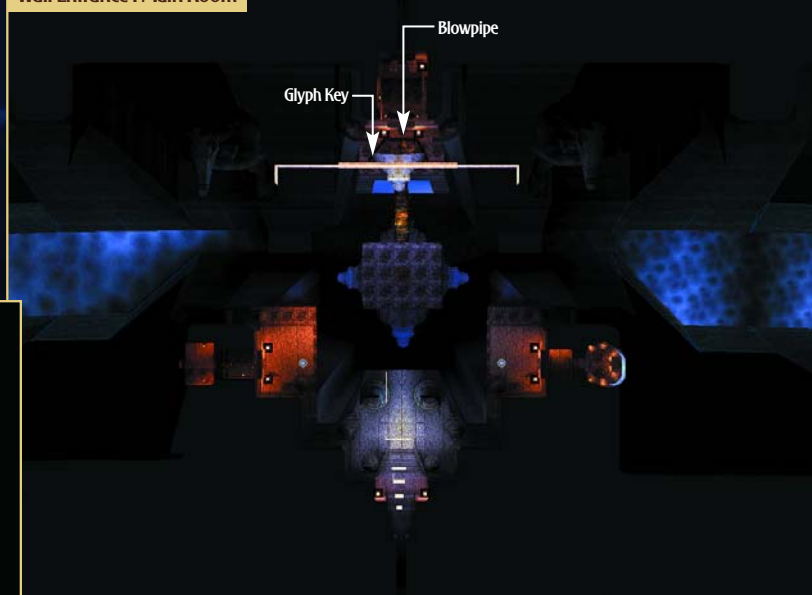


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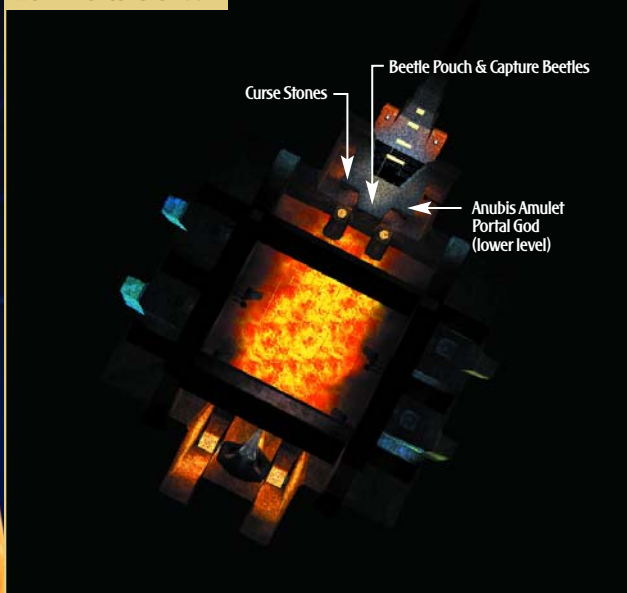
Heliopolis Exterior



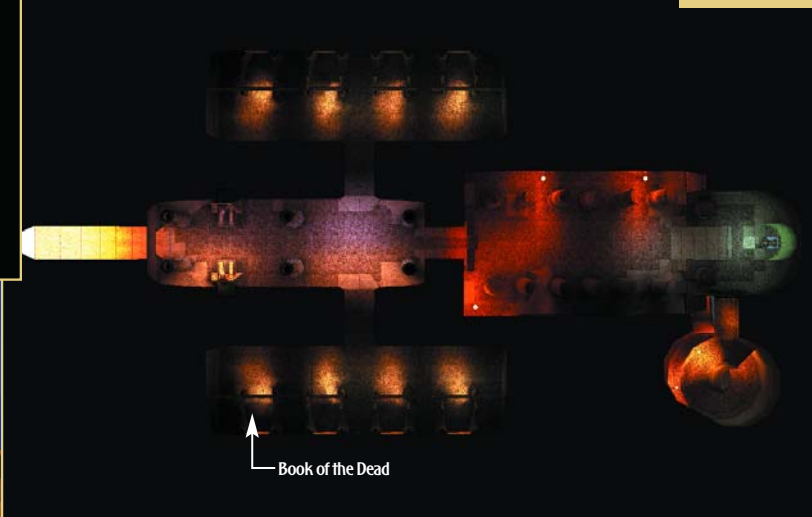
Wall Entrance I Main Room



Wall Entrance Lava Room

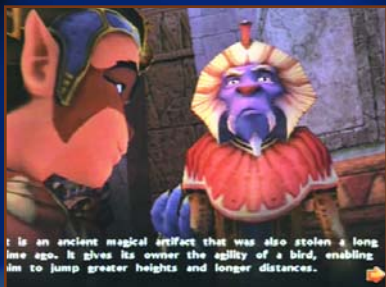


Cursed Palace





Wing and a Prayer



The Wings of Ibis allow you to somersault and reach higher elevations.

The Mummy did his job and recovered the Wings of Ibis for you.

Now you can somersault and leap up to places you never could before. The first such place is the balcony into Anubis' Tower where Horus stood.



The Wings of Ibis let you leap up to the balcony at Great Wall Entrance I and battle Almost-a-Bulls in the next room.

Return to the area in front of the Cursed Palace. You'll have to swim back through the lagoon and take the cave to the Great Wall Entrance I area. To reach the far side, trick the Slim Bubbles into chasing you and slamming into the base of the right-most Eye of Ra post. This should clear the way. Alternatively, you can pay the ferryman 5 Scarabs to sail you around to the Cursed Palace.

Race over to this balcony (Great Wall Entrance I) and enter the dungeon. You will have to perform a slam attack on the stone in front of the dungeon gate to gain access. The doors slam shut in the first room after you cross the threshold. A swirling energy column spins in the room's center. A bunch of Almost-a-Bull monsters attack.

Individually, they aren't too tough; however, they regenerate if they stand in the energy column for a few seconds. Take the fight to the Almost-a-Bulls and hack away at them from *inside* the energy column. If you can knock them away from the column, they perish when the last deadly blow connects, rather than being able to renew themselves inside the energy column.



Inside the crate is a Glyph Key to the next area.

On the platform outside the energy column room, trick the Fire Armadillos into destroying the wooden crates. Besides lots of extra cash, the crate on the right holds a Glyph Key you need for the next section. Feel free to slay the armadillos, but they respawn constantly, so you'll never clean the area completely.



Throw the Glyph Key in its hole to operate the levitation disc.

Slide the Glyph Key into its proper hole in the pedestal on the next area, and the levitation disc activates. Hop on the stone to rise one level higher. Cross the bridge to a new light sequence puzzle.



You know the drill for this puzzle.

Though it's slightly more complicated than previous light sequence puzzles, memorize the pattern and repeat it to weaken the gate into the next room: blue, yellow, red, blue, red, green. Shatter the gate and pull the lever inside. This slides the snakehead bridge a little farther out so that you can eventually cross into Anubis' Tower.



Throw the lever in the Blowpipe room. This extends the snakehead bridge you need to cross to reach Anubis' Tower.

Also in this room rests a cabinet with the Blowpipe inside. Save the game as soon as you can after this point. The Blowpipe is second in importance only to the Blade of Osiris. You use all sorts of Blowpipe darts to beat monsters and traps in upcoming encounters.



SPHINX

AND THE CURSED MUMMY™

PRIMA'S OFFICIAL STRATEGY GUIDE

Fire a Standard Dart from your new Blowpipe and hit the circular target on the far platform. This sends one of the levitation discs to your side.



Link the Blowpipe to one of your control keys and call it into action outside the room. On the far left side you can barely spot a circular target. Strike the target with a Standard Dart from the Blowpipe and a levitation disc from over there floats to your side.



Can you handle the statue while being attacked by monsters?

Pick up the statue from the central platform and throw it onto the levitation disc. Jump onto it yourself and use a dart to hit the same circular target again. You and the statue slide over to the opposite side.



Watch out for the Cyclops inside.

Throw the statue onto the new platform and quickly slay the two Crabhands here. Drag the statue over to the platform's pressure plate

and drop it on top. This opens the door. Slip inside and make mincemeat out of the Cyclops. Just don't stand still long enough for it to zero in on you with its deadly laser beam. Climb the stairs and pull the lever to extend the snakehead bridge a little more.



Use the levitation disc system to reach the last platform.

Now reverse everything and bring the statue back to the light sequence puzzle platform. Look to the right side and bring the statue over there via the levitation disc on that side. Battle the Crabhands and the Knives Cat out front and drop the statue on the pressure plate.



Somersault over the fire pit and slay the Wasp Spider on the far side. Pull the lever, and you've created a successful bridge to Anubis' Tower.



A roaring fire pit divides the platform from another room. The only way across is with a well-timed somersault thanks to your new Wings of Ibis. You may get scorched somersaulting up to the monkey bars overhead; hopefully, you have enough life to survive and keep going. Finish off the Wasp Spider inside and yank the lever to complete the bridge to Anubis' Tower. Head to the center platform and walk the bridge to the new area.

Before you can enter Anubis' lair, you have one last big battle. You must take out a Big Bull. If you don't have enough life, retreat to the previous armadillos and whack them to grab healing energy Ankhs. In combat against the Big Bull, dance around with your slam attack and hack at his back whenever you can. Don't fight in front of him or his long reach will bash you down.





Anubis' Decree



After insulting you for a while, Anubis gives you a pouch of Capture Beetles and asks you to bring him three Fire Armadillos.

Speak with Anubis for the first time. He's not all that impressed with you, but

he's willing to give you a try. His first task for you? Learn how to use Capture Beetles by returning to the dungeon and grabbing three Fire Armadillos (found on the central platform where you used the Glyph Key). Drop a Capture Beetle and steer the remote-control beetle with your right joystick. Run it into a monster who is one hit away from defeat (the monster flashes yellow). Hitting a monster with a Capture Beetle in this state absorbs it into your inventory for use later on.



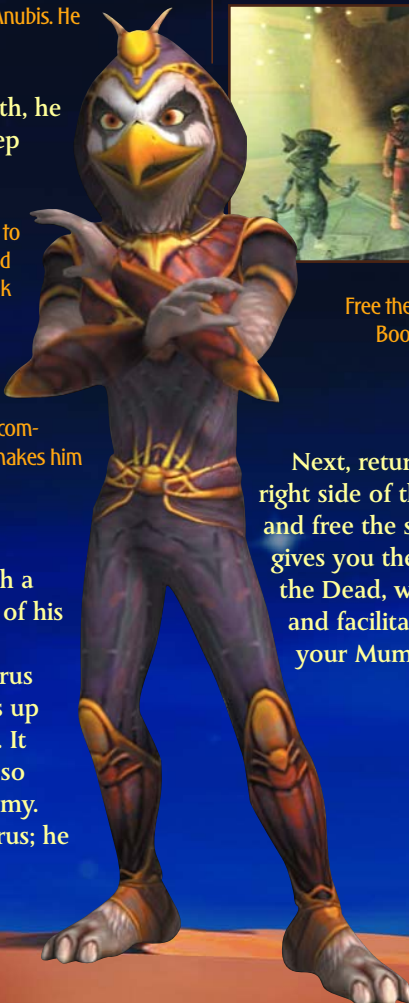
Using your new toy, capture three armadillos and return to Anubis. He gives you two Curse Stones.

Return to Anubis. In a gesture of good faith, he hands over two Curse Stones and lets you keep the pouch full of Capture Beetles.



Horus wants to be your friend after your talk with Anubis. Don't trust him! His jealousy over your accomplishments makes him a rival now.

Outside, on your way back to the Cursed Palace, Horus stops you and presents you with a gift—the Dark Stone of Invisibility as a token of his friendship. He apologizes for being rude and underestimating you. Just when you think Horus actually has a nice-guy streak, Imhotep shows up to prevent you from trying out the invisibility. It turns out the power would kill a living being, so Imhotep suggests giving the item to the Mummy. You both agree it's better to forget about Horus; he can't be trusted any longer.



Curse Cleanup



The ever-dangerous Cyclops guard the Cursed Palace.

You now can enter the Cursed Palace. A handful of Cyclops guard the main area inside the palace. These monsters

are particularly difficult because they teleport around, deal major damage in a single blast, and split into two the first time you hit one. The best combat technique is move, swing, move, swing. Don't stop and let them line up a shot on you.

Free the Heliopolis farmer for his undying gratitude.

After the Cyclops fall, walk through the doors on the left and use the farmer's Curse Stone to free him. He thanks you and promises to help you when you next visit him and his brother at the Riverside Farm.



Free the scribe for the Book of the Dead.

Next, return to the right side of the palace and free the scribe. He gives you the Book of the Dead, which links you with Bas-Ket and facilitates communication with your Mummy ally.





Head to the farmer's house at the top of the hill.

Outside the Cursed Palace you meet the two farmer brothers again. They will help you if you can help them recover their farm. The five remaining laser posts (known as Eye of Ra) prevent them from reaching the farm, so you must destroy them.

As you did with the first one, you want the Slim Bubbles to blow up the posts. This time use your new Capture Beetles. Run up the Slim Bubble hole near the South Beach cave and capture as many Bubbles as you can. These are great throughout the game to blow up stuff, so the more the merrier. You'll need at least five to topple the Eye of Ra laser posts.

On your way, you may also want to start collecting the Atun Eyes. Two of these eyes fit into the giant skulls you see across the land. When you fit two into the skulls, they transform into an Atun Disc, which grants you temporary speed to run around the area. Find the Atun Eyes scattered throughout Heliopolis in the standard vases where you find Scarabs and Ankhs. For example, you can find Atun Eyes in the vase near the first broken Eye of Ra laser post, in the vase behind the farmers' house and in a vase inside the nomads' tent on South Beach.

Once you down all the Eye of Ra laser posts, the farmers will thank you for your help. Follow them up to their home at the top of the hill. The farmers hand over a Canopic Vase for you to give to the Mummy. After all, it's time for him to fetch another crucial item for you—the Atun Statue.

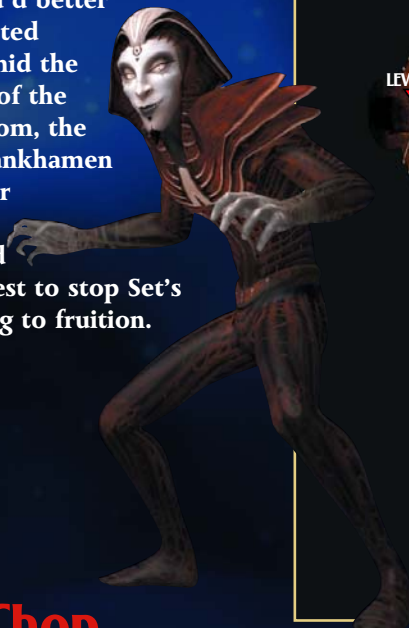


HELIOPOLIS SIDE QUESTS

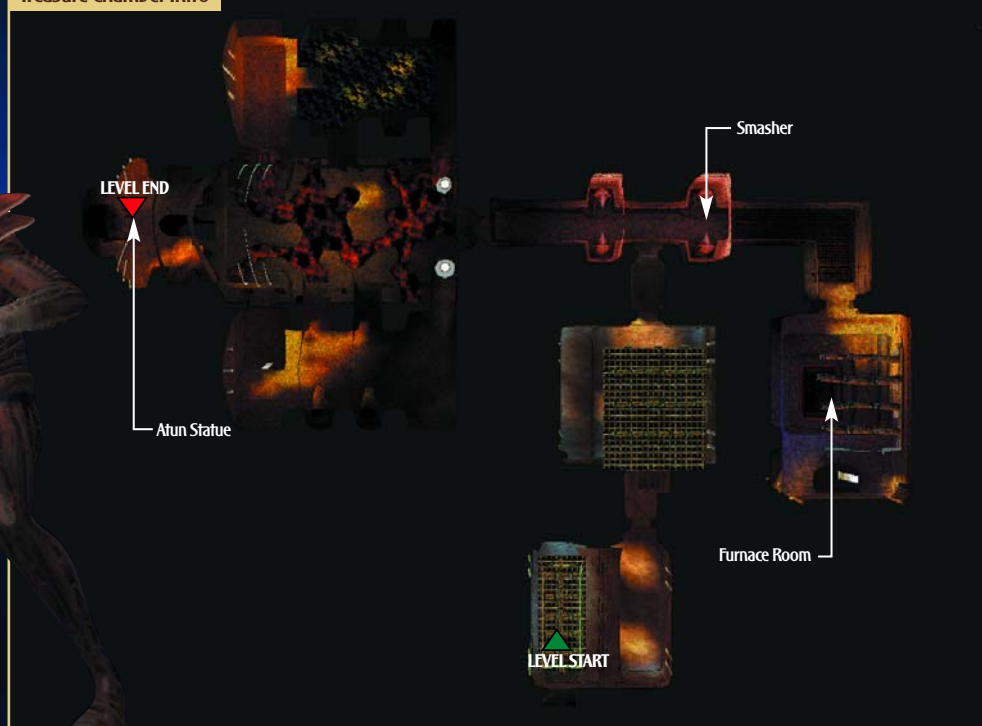
1. Somersault to the ledge outside Anubis' Tower and use the Zip Line Handle to access the area where a rope hangs down. Climb the rope and release a Fire Armadillo to burn the wooden supports holding up the large boulder outside Anubis' Tower. The boulder rolls down the hill and destroys an obelisk in front of the Cursed Palace. Open the new chest and gain a Gold Ankh Piece.
2. In the shallow waters near the Cursed Palace find three circular targets on three small islands. Use the Blowpipe to shoot all three targets (hit the farthest one first) within a few seconds. The revealed chest holds another Gold Ankh Piece.
3. Release a captured Slim Burble near the rocks underneath the waterfall. Behind the destroyed rocks is a chest with a Gold Ankh Piece.
4. Swim in the waters off Heliopolis Point and shoot the target beneath the tall column. Imbued with power from an Atun Disc, climb the nearby ledge, jump the gap, then jump to the column and across the ledge. Take out the two Half Brutes that appear to lower a rope. Climb the rope and release a Fire Armadillo to burn the fence. Use the Zip Line Handle to reach another rope, then use it again to access the chest at the very top of the structure. You've discovered the Beetle Breeding Jar. Take the jar to the Beetle Breeder in the Bedouin Outpost, and he gives you a Loyalty Card, which halves the price of all stock in his shop.
5. Clear all the obstacles between Heliopolis Point and South Beach, including the giant skulls on top of the Atun Discs. Talk to the Athlete at Heliopolis Point and accept the challenge. Use the Discs to run to the hanging pendant at the far end of South Beach. Strike the pendant with your blade and run back to the Athlete. Complete this in less than 70 seconds to earn a Gold Ankh Piece.
6. Complete the Athlete's obstacle course near the Cursed Palace in less than 78 seconds to gain a Gold Ankh Piece.
7. The Creature Collector in Bedouin Outpost hands out monster lists to help complete his collection. Collect all monsters on Monster List I to earn 100 scarabs. Complete Monster List II for 200 scarabs. Monster List III racks up another Gold Ankh Piece.

MUMMY TREASURE ROOM

Cut to ribbons. Smashed flat as a pancake. Roasted like a marshmallow. If any of these sound familiar, you'd better be an animated Mummy. Amid the many traps of the Treasure Room, the undead Tutankhamen must recover the Atun Statue to aid Sphinx's quest to stop Set's plans coming to fruition.



Treasure Chamber Intro



Chop Chop

Use your new invisibility power to slip past the Eye Sentry and into the Treasure Room.



Yes, Horus tried to sabotage Sphinx with his gift of invisibility. Still, it worked out, because now the Mummy can hide in plain sight. In the chamber with all the Eye Sentries, use your invisibility to sneak past the one, fast-moving Eye Sentry. Be patient and take only a few steps before hiding. If you try to move too far while the eye turns the other way, you'll get caught and have to start over. If this happens, reopen the doors using the nearby pressure plate.

Listen in on what Horus the Traitor has to say.



Sneak past the two Eye Sentries in the next hallway to enter a meeting hall, where a special guest has arrived to talk to Set—Horus! The traitor now spies for Set and reports on Sphinx's every move. They plot to destroy Sphinx, but have no idea that you, the Mummy Tutankhamen, are loose in the castle.



Run into the passage with the overhanging three blades and get chopped up.



After the conversation, turn around and head up the stairs behind you. When you reach the top, you should see a small door to your right. There is a save statue here should you wish to save your progress. Walk through the door and continue until a cutscene reveals three nasty-looking blades overhanging the entrance. Passing through the blades turns out to be a better idea than it might seem. Your Mummy gets chopped up, but because you are undead, you end up with three Mummies instead of one. You need all three to accomplish the puzzles ahead.



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Let the first Mummy get smashed by the giant mashers.

Take control of the first mummy, run up the ramp, and turn right. Walk into the nearby smasher and emerge with a Paper-Thin Mummy. You now have a paper-thin version who can slip through cracks and bars. Turn around and go straight into the lava room.



The Paper-Thin Mummy can pass through bars.

Jump the land masses to the left in the lava room and find the set of bars. Normally, you couldn't pass through, but your Paper-Thin Mummy can. Climb up the ladder beyond into the fan room.



Dodge the giant fans on your way to the pressure plate.

Run by the giant fans quickly when they stop blowing. If you give them a chance to rev up, the big blades will blow your ultra-light body away. Proceed with caution as they stop and start, then on the other side, position your Paper-Thin Mummy next to the pressure plate in the floor.

Burn Victim



Switch to the second Mummy and set yourself on fire.

Toggle over to the second Mummy and search out the furnace room. It lies beyond the smasher. Pass through the smasher and into the furnace room, where the Mummy gains the fire ability. To activate the ability, jump down and open the chest. You'll be torched by the furnace, but before you go up, you gain the second Stolen Abydos Jewel. Climb up the nearby ladder and do a ledge sneak to avoid the multiple spike traps in the wall. Be careful with these spike traps. The first trap slides out once, the second slides out twice rapidly and the third slides out three times in a row. Keep moving and on the other side of the crusher, drop down and seek out the lava room.

TIP One Mummy power overwrites the previous one. For example, if your Paper-Thin Mummy walks into the furnace room, he loses his ability to pass through cracks when his body alights. Plan accordingly.

Climb the ladder near the furnace and sneak along the top ledge.

Bandages aflame, you now can cross the lava room unhurt. If you wish, before proceeding, head back to the starting areas and burn the pyramids to collect the Onyx Scarabs found here.



Head back into the lava room, which you can now cross because you're made of fire yourself.

Head right this time and look for a lava fall. Pass through the curtain of fire and climb the ladder leading to the water-filled room beyond. Another Onyx Scarab pyramid sits to the left of the water corridor, if you wish to collect these too.



MUMMY TREASURE ROOM



Be careful not to step into the water and extinguish yourself. Rocks rise and fall in the water. Wait till they peek above the water and hop across quickly.

On the other side of the lava fall, carefully cross the stones.



Head through a second lava fall on your right and notice a second pressure plate in the floor. Stand next to it with the Fire Mummy and switch to your third Mummy.

Position your Fire Mummy next to the pressure pad in the lava area.



Hop, Skip, and a Jump

Send your third Mummy into the lava room.



Race your third Mummy into the lava room and—without taking a magma bath—cross the far side of the chamber. Jump onto the first of two stone platforms. The last jump the mummy makes is between the lava rivers coming off the lava falls.



Trigger the pressure pad with the first Mummy and the stone platform holding the third Mummy rises. Hop the third Mummy on the new stone platform and raise that with the second mummy's pressure pad.



At last your Mummies have navigated the Treasure Room and found the Atun Statue that Sphinx needs.

Your third Mummy made it through. Walk him to the treasure chest in front of him and open it for the Atun Statue. The Mummy passes out again and returns to the jail, but not until he's given Sphinx the artifact he needs to pass through the force field denying him access to Heliopolis Point.



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Even the Nomad's wife, Ketta, has gotten mixed up in this thing. As Sphinx gets sidetracked into rescuing a missing wife in Uruk Canyon, Set guides his master plan closer to universal annihilation. Unless you plan on spending your Sundays praying to the dark god, you need to save the damsel in distress and return to Heliopolis in record time.



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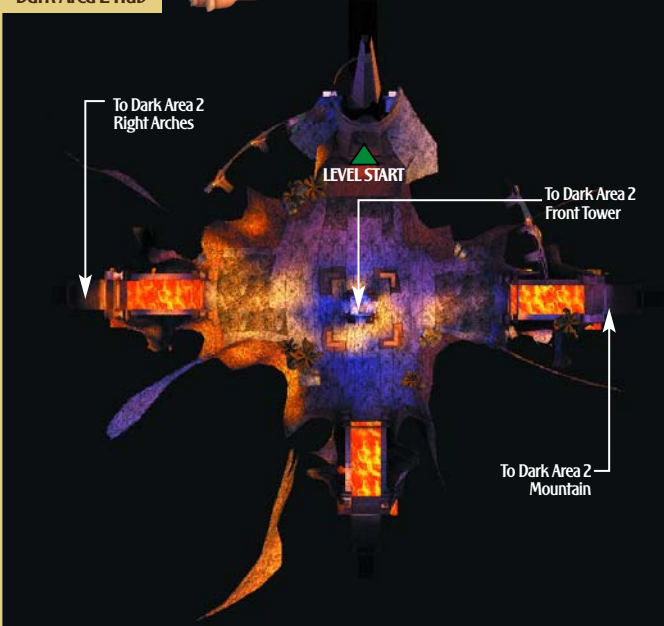
Connection Room



Wall Section 2



Dark Area 2 Hub



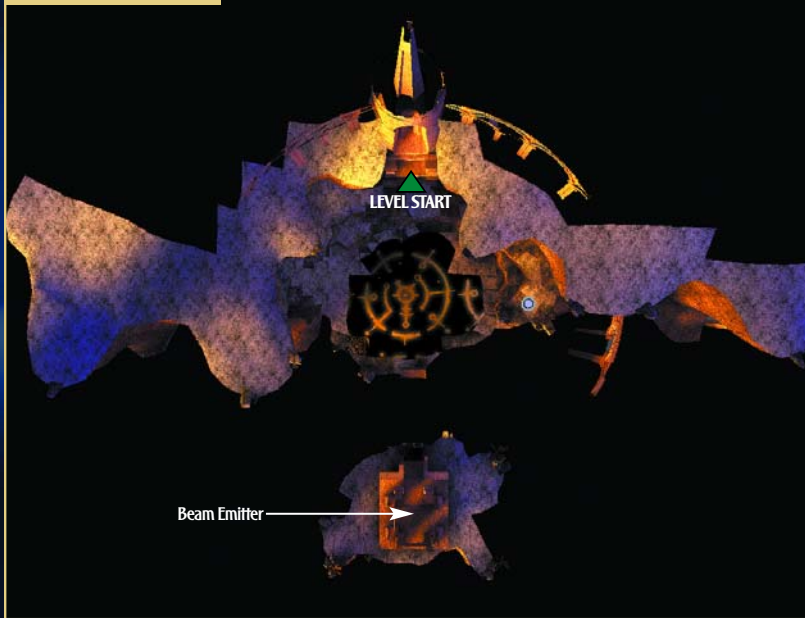
Dark Area 2 Right Arches



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Dark Area 2 Front Tower



Deactivate the force field by placing the Atun Statue in the nearby receptacle. Speak with the Nomad on the other side of the force field. He tells you that his wife, Ketta, is missing—she's somehow become part of Set's evil schemes. He asks for your help to bring her home. Agree and enter Great Wall Entrance II for a quick connection to Uruk Canyon.



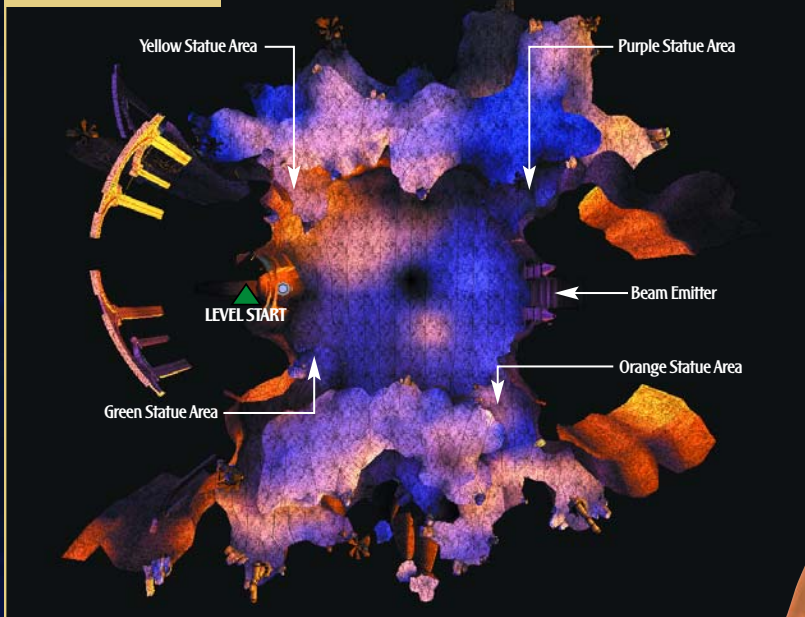
Monster Arena

Sphinx outside Wall Entrance II and Uruk Canyon.



Immediately inside Great Wall Entrance II, you emerge in a square room full of monster challenges. The object is to fight your way to the top and exit through the archway there. It will test your life total.

Dark Area 2 Mountain



Field Day

Your mummy compatriot, Tutankhamen, has successfully delivered the Atun Statue. Finally, you can pass through the force field that separates you from Heliopolis Point. Exit the farmer's house and scurry up the hill.

Deactivate the force field with the Atun Statue.



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Don't let the Mummy Chihuahuas hang on and drain your life total.

On the ground floor, Mummy Chihuahuas surround you. A few whacks will defeat a dog, but they can be vicious—they love to leap on your arm or back and hold on, teeth sunk into your flesh. Shake them off by repeatedly pressing the attack button or they'll chew away your life.

A quick leap up on the ledge dispatches the Mummy Worm easily.

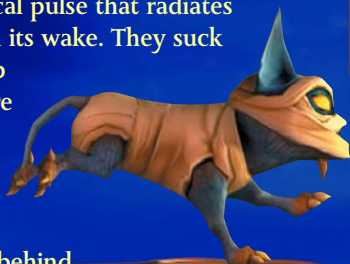


After you dispatch the Mummy Chihuahuas, approach the platform in the middle of the room. Fight the Green Giant Worm there. Dodge when it lunges at you and smack its head to inflict damage. With the worm fallen, smash the statue it reveals to grab an Atun Eye. You can then concentrate on the two Mummy Worms on the ledges off to the left side. Somersault up to grab one of the ledges and sling yourself up behind the Mummy Worm. From behind, the static worm can't attack you and falls easily.



Half Brutes can deal serious punishment. Prepare yourself for their lightning discharge that erupts out in an expanding energy circle.

Continue along the wide pathway and watch for the sudden appearance of a Half Brute. These lightning-charged beasts can be brutal. Much like your sword's slam attack move that cascades energy into your opponents, the Half Brute generates an electrical pulse that radiates out and damages everything in its wake. They suck up a lot of damage and can rip through your life total if you're not careful. Dispatch this Half Brute or—if you're having difficulties—outrun it for the next trap and leave it angry on the ledge behind.



To reach the higher ledge, cross the stone platforms that slide in and out.

Next, jump one by one along the protruding-then-retracting stone platforms. If you time it so you jump when the first platform slides out from the wall, they should all follow suit for a safe crossing.

Pretend you're a monkey to cross the next series of ropes.

After the sliding platforms, work your way up the ropes. Catch the first rope, then somersault over to the next and jump and catch that one as you progress toward the higher ledge.



Avoid the next Half Brute if you can.

This ledge houses another Half Brute. If you took a lot of damage earlier, you won't want to fight this one. Fortunately, you have a convenient out. Halfway up the pathway, on your right looking out into the open space, a rope hangs down. Run up to the rope and leap to safety.

Climb to the top and exit at the secret alcove. Smash the statue found here to reveal a Glyph Key here, which works with the pedestal just below, past the Half Brute. Go back down the rope and somersault off, hopefully back on the ledge and past the wandering Half Brute.



After you get the Glyph Key, drop down to the ledge and place it in the nearby pedestal before the Half Brute finds you.

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Run to the pedestal and quickly deposit the Glyph Key. This activates a second series of moving stone slabs to your right. Jump up to the top of them and land on the final ledge. Fight the last Mummy Worm on this ledge to gain access to the final archway. For extra riches, shatter the vase at the end of the ledge, and then enter the archway to leave the area.



Run up the last set of moving stone slabs to reach the exit for the first room.

Spike City



You meet your first spike trap just outside the entrance.

The new dungeon area loves spike traps. The thin bridge to your right that crosses the gap in front of you holds a spike trap at its middle. Walk off the bridge and do a "ledge grab." By swinging past the spikes, you avoid damage and come up ready for action on the other side. A Skull Worshipper materializes and attacks. Wait till it charges and then hit it square in the face with a sword swing. Keep swinging and you should drive it back and land enough blows to finish it off.

TIP This is one of the very few Skull Worshipers. Capturing it here will make completing the monster list easier.

Bypass the spike trap with a ledge grab. Swing past the trap and jump up on the other side.



Hang a left and aim for the chest at the far end. You won't get there yet. A set of gates pops up through the floor and traps you in with a series of monsters. First, you battle an Electric Armadillo and a Sharpbeak. An Electric Armadillo and Skull Swordsman materialize after the Armadillo and Sharpbeak fall. A Half Brute and Sharpbeak take up arms next. Lastly, a Half Brute and a Skull Swordsman try to knock you around. Attack

from behind when you can, and resort to your slam attack whenever the enemy crowds you. It forces them back and inflicts a hit on each enemy in the small radius. Against the Half Brute, attack it when it's most vulnerable—immediately after it shoots off its electric pulse.



Before you reach the first chest, you must fight a series of monster encounters, including Electric Armadillos, Sharpbeaks, Skull Swordsmen, and Half Brutes.



Open the chest after the monster battles for a Glyph Key

When the monsters drop, the gates drop. Open the chest on the other side and retrieve a Glyph Key. Return to the bridge, go past the spike trap, and place the key in the receptacle you ignored beside the room's entrance.

After you beat on the Sharpbeak that guards the snakehead room, pull the lever to open the door to the rest of the dungeon.



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The key opens the snakehead room to your right. A Sharpbeak tears out of the room on a suicide mission directly for your throat. Whip out your sword and swing right away; this should parry the Sharpbeaks' initial onslaught and leave it vulnerable to counterattacks.



The new dungeon room hosts a small army of Cyclops.

Inside the snakehead room, pull the lever. This opens the door to your right after the spike-trap bridge. Prepare to dispatch the enemies in that room. The teleporting Cyclops can prove deadly if you stand still for too long, so keep moving and slashing at them from behind.

Figure out the lever puzzle to extend the necessary platforms for the next room.



Four levers line the right side of the platform in this next area. Each lever extends or retracts a stone slab high up on the far wall (where the flame burst shoots out). The object is to protrude all four slabs so you can run across them later on. To do so, pull the levers in this order from left to right: one, three, four.

Grab the swinging rope in the main room.



Return to the main room and look to your immediate left when you exit. A rope tracks back and forth between your ledge and the high ledge above the snakehead room. Jump on the rope as it nears and ride it to the higher ledge.

Straight ahead, the door at the end is blocked. Battle the two Knives Cats, and when the coast is clear, head toward the flamethrower trap. To your left are the series of four stone slabs you extended with the lever puzzle. Time your run so you somersault to each stone in-between bursts.



Collect a Glyph Key if you can escape the flamethrower run unscathed.

On the far side, open the chest and collect a Glyph Key. You're immediately surprised by three Spike Spiders. Try to pounce on them right away and don't give them a chance to use their speed to hurt you. After that combat is over, place the Glyph Key in the pedestal beside the blocked door—yes, you have to run back through the fire—and go through the now-open doorway.



Whack the spike spiders before you return the Glyph Key to the pedestal by the dungeon door.

In this room, a ramp slopes down to a barricade with laser eyes and a steel spike trap that crushes anyone stupid enough to try running through. You need to deactivate the snake eyes to proceed. Cut down the two Crabhands that charge at you and cross to the opposite side of the room.



Shut down the barricade or else you'll suffer the same fate as the Crabhands in the room—crushed by a thousand spikes.

Straight ahead, a lever releases a skeleton cage from a chute on the right wall. A levitation disc cruises back and forth under the chute. Time your lever pull so the cage drops on the levitation disc.





TIP Whenever the game presents you with a skeleton cage, you use it to leap to a higher, previously unreachable, location.



Drop the skeleton cage onto the levitation disc.

Jump on the levitation disc and pick up the cage. Heave it to safety on the ledge behind you. This may take several tries to perfect—unless you're right against the ledge, your throw might end up short—so return to the lever if you miss and generate a new cage.

Drag the cage down to the barricade and position it on the right side below one of the circular targets. Leap up on the cage and then high sword slash to strike the target and deactivate the right side beam. A Sharpbeak will spawn behind you, so turn around and be on the attack. Repeat for the left side and the barricade shuts down.



Hit the targets to either side of the barricade portcullis and you can safely walk through.

Pass through the barricade without fear of spikes impaling every inch of your body. Enter the next area, where you combat two more Sharpbeaks before discovering the chamber holding Ketta.



Soul Survivor



You've finally found Ketta, except she's imprisoned in an energy barrier.

A magical construct at the center of this area imprisons Ketta. Three beams power the energy barrier, each beam trailing off in a different direction. Destroy the three beam emitters to free the poor, trapped woman.



Strike the hanging light to summon the stone path across the lava pool.

Cross to the right and survey this entrance. As with the other areas, a lava pool blocks further progress. To continue, perform a high sword slash and strike the hanging lamp above. When it glows, a series of stones rise from the lava pool and let you bounce across.

Another battle arena pits you against Skull Swordsmen and more.

You can see the beam emitter ahead when you enter this next area. All looks good, but when you reach the halfway point, the bridge to the emitter recedes, the door locks, and monsters materialize. The first wave consists of three Smiling Bubbles. Trick them into plowing into a wall, then take advantage of them when their shields are down. Mince them up before moving on to a pair of Skull Swordsmen and a Half Brute. When you've finished pureeing the swordsmen, dice up the Big Bull as the final course. For dessert, saunter past the now fully extended bridge and over to the beam emitter to destroy it with another captured Slim Buble.



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Shatter the first beam emitter before tackling the other two areas.

Head to the second area (to the left in the central hub from where you first enter it). To bypass the lava, shoot all three targets high up on the far wall, from left to right, with your Blowpipe. Jump across the new stones.



Shoot all three targets above the left exit in the central hub to go after the second beam emitter.

The second emitter area will take some time. You have to position all four colored statues in the proper places to open the gate to the beam emitter. As soon as you enter the area, a Fire Armadillo appears to challenge you.



In the second beam area, watch out for Fire Armadillos.

Run to your right and head down into a narrow cave. You will have to leap past a Sunflower to reach the first stone platform. Wait for it to fire its blue spore attack then jump to its platform and attack it. Now jump out across the rock columns to the Ka Ankh Firing Point. By striking the glowing Ka Ankhs from the special platforms, you can teleport around the area.



Vanquish the Fire Armadillo, then jump out on the stone columns to reach the Ka Ankhs.

Looking back the way you came, shoot the left Ka Ankh to arrive on the high ledge. Pull the lever on the cliff face to set up the elevator platforms for later.



Shoot the left Ka Ankh and pull the lever at the top of the plateau.

Proceed around the corner and fight the Green Giant Worm guarding the green statue. Slay the worm and chuck the green statue off the high ledge and down into the central area. Jump down into the central area yourself.



Chuck the green statue down into the main area.

Pick up the green statue and drop it on the pressure plate by the starting door. This lowers the cage around the other three statues in the main area. Throw each statue out one by one.



Unload the green statue on the pressure plate.



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Once all the statues are clear of the cage, go back and pick up the green statue. Haul it down to the elevator platform in the cave by the Ka Ankh. Use the Ka system to return to the high ledge and pull the lever. The green statue rises up to you. Grab it and walk it around the corner to its glowing marker.



Drop the green statue on the elevator platform by the sunflower. Use the Ka system to appear back up on the plateau and pull the lever so you can return the statue to the glowing green marker.

Drop down into the central area and grab the yellow statue. Carry it down to the Ka Ankh area and drop it on the elevator platform to your left this time. From the Ka Ankh, look back and strike the left target again so you pull the lever on the ledge again. Return to the Ka Ankh and shoot the right target this time.

Repeat the process for the yellow statue on the opposite ledge.



As you appear, prepare to fight another Green Giant Worm. Whack it around and drag the yellow statue to its yellow marker. Two down, two to go.

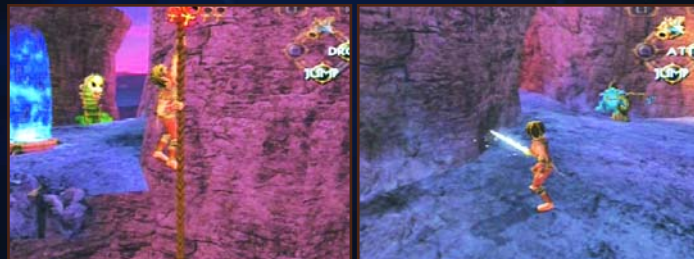


Climb the rope in the main area to reach the ledge with the blue and orange markers.

Back in the central area, climb up the hanging rope on the left side near the beam emitter. Defeat both Green Giant Worms on this upper ledge. On the back of the ledge, a narrow cave has been plugged by a cave-in. Let loose another Slim Burble and blow up the cave-in so you can see through to the main area.



Drop down into the central area and grab the blue statue. Throw it on the lower elevator platform in the main area. Jump up with it and throw it to the second elevator platform. From here, heave it into the cave you just opened with the explosion. Carry the blue statue to its proper spot on the ledge.



Defeat the Green Giant Worms on the upper level and place the final statue in its proper place.

For the orange statue, throw it up on the elevator platforms and chuck it up to the cave-in ledge. Once on the ledge, drag it over to its respective marker to open the beam emitter gate. Destroy the emitter with a Slim Burble and return to the central hub.

Destroy the second beam emitter before heading to the third beam area.



Now tackle the center exit. Let loose a captured Fire Armadillo and direct it to attack the wooden barrier in front of the center exit. This burns it to the ground.

TIP Capture the Fire Armadillo before returning to the main hub.

On the other side, carefully cross the lava pool. The two stone platforms don't stay up very long, so watch for a few seconds so you can get down the rhythm.



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Watch these lava stones because they don't stay up very long.



In the new area, an Electric Armadillo appears on the basin below you, along with a Tree Creature to your right. To your far left a pressure plate lowers the bars around the three electric nodes in the armadillo pen. To your right, cracked boulders block a cave that holds a statue you need.

Detonate the cracked boulders to the right of the entrance.



Blow up the cracked boulders through a captured Slim Burble from the main area. Retrieve the statue inside and carry it over to the pressure plate. Drop it on the plate and lower the cages around the electric nodes. Be careful, though, a Nose Needler guards the area.



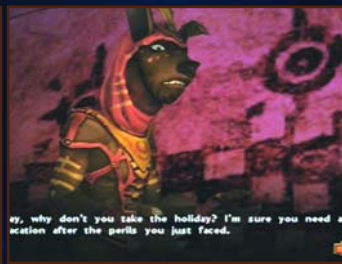
Lower the statue onto the pressure plate to the left of the entrance, which removes the cages around the electric nodes.

Jump down next to the Electric Armadillo and rile it up to attack. Position yourself behind one of the nodes and let the armadillo run into the node and charge it up. Repeat for the remaining two nodes. Beware the Tree Creature's root-claws that creep up out of the ground. Just keep on the move and only stop when you have the Electric Armadillo lined up to strike a node, or take out the Tree Creature using the same method as for the Sunflower.



Lure the Electric Armadillo into striking the three nodes and you can cross to destroy the third beam emitter.

When all three nodes are juiced, a bridge extends and you can reach the beam emitter. Give it a blast with another Slim Burble, and you've destroyed the third beam.



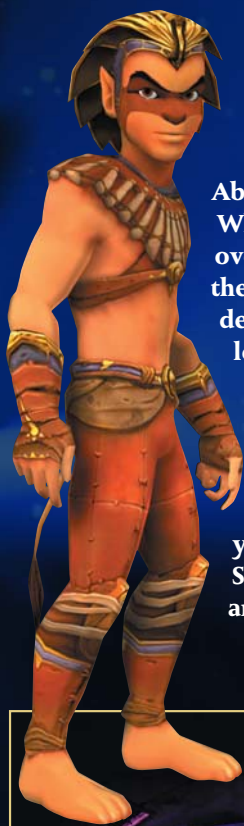
After you free the Nomad's wife and escort her back home, her husband gives you the Abydos Pass Card.

Back in the central hub, the wife thanks you as you escort her back to her husband. They say that Imhotep said that the Abydos Pass Card might be useful in Sphinx's quest. They give you the special Abydos Pass Card that allows you to get past all the Abydos guards.

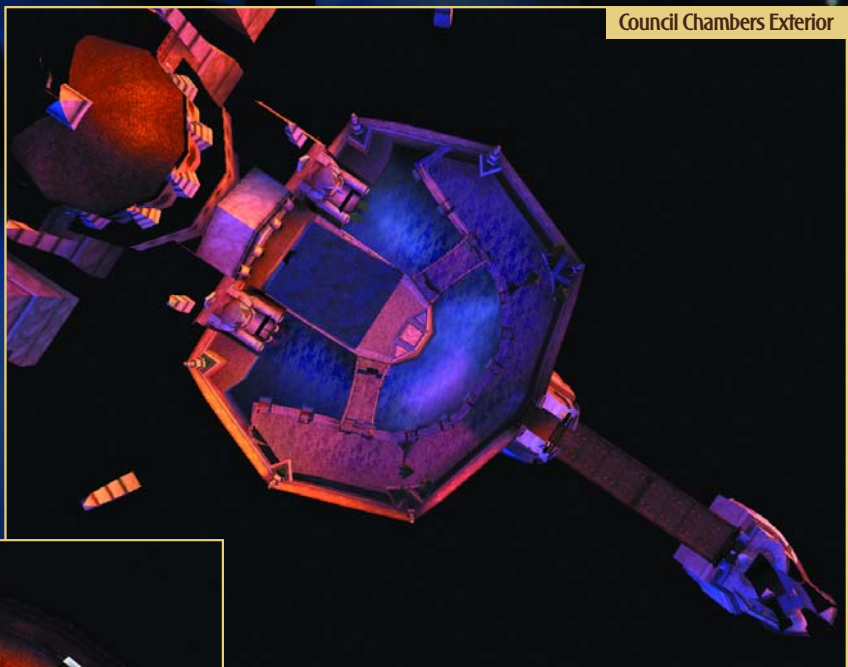
Go speak with Imhotep in the Sun Shrine Temple. He will give you the Anubis Amulet, which allows direct portal transport through the Portal God to Anubis' Tower. Anubis asks you to retrieve the Sacred Crown of Abydos from the mayor in Abydos. Use Anubis' portal to jet back to Abydos. With the information Anubis gave you and the Abydos Pass Card, it's time for a working vacation in Abydos.



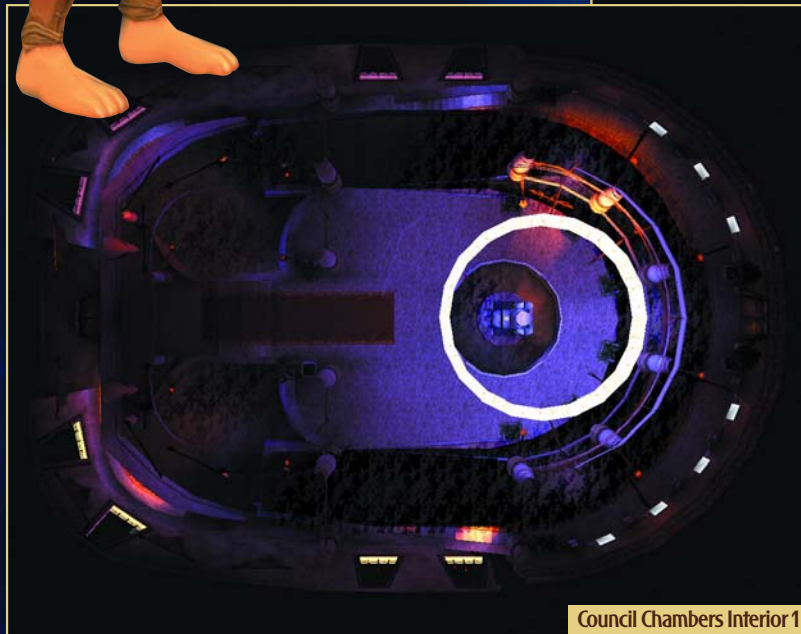
A MATTER OF LIFE AND DEATH



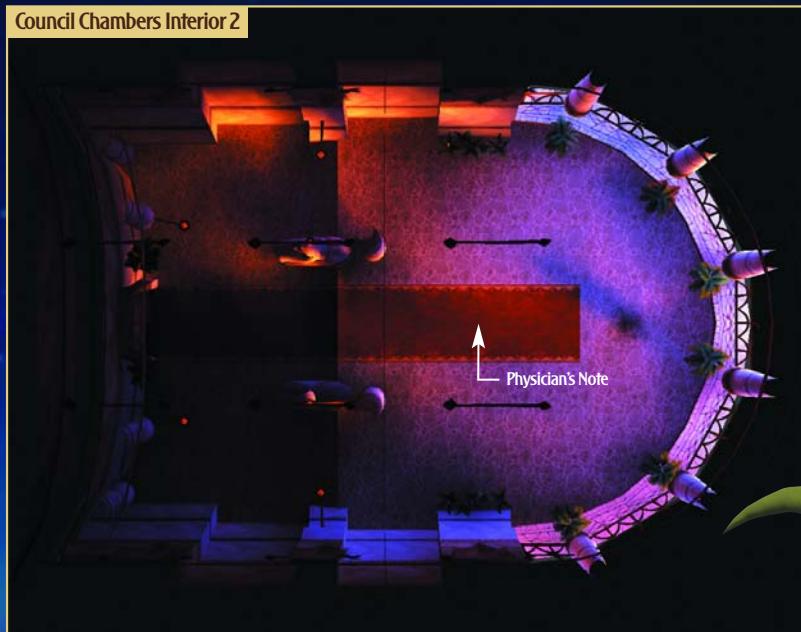
Abydos has seen better times. When you return, monsters overrun the Narrow Canal, the Mayor lies on his deathbed, and you still feel a long way from ever getting the Sacred Crown of Abydos that Anubis seeks. Have faith. Play the part of the good citizen and, eventually, you are rewarded with the Sacred Crown of Abydos, among other valuable items.



Council Chambers Exterior



Council Chambers Interior 1



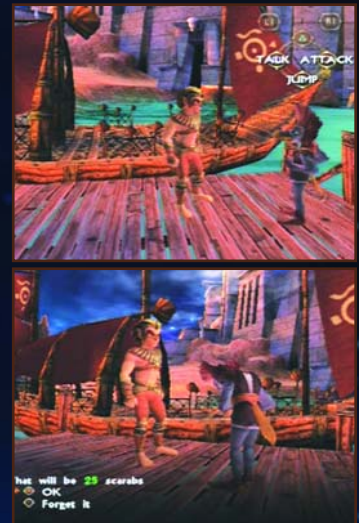
Council Chambers Interior 2

Physician's Note

Pest Control

Find the Heliopolis ferryman.
It costs you 25 Scarabs to catch a ride back to Abydos.
Or you can take the Portal back to Abydos.

When you return to Abydos, first visit the two guards who would not let you pass earlier. They let you pass now that you have proper identification (the Abydos Pass Card), so you can see more of the city.



SPHINX

AND THE CURSED MUMMY™

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When you return to Abydos, seek out the two bridge guards. Your new Abydos Pass Card grants you passage this time.

The guard by the small bridge also makes you a deal—clear the Narrow Canal of infestation and he'll give you the Heliopolis Amulet. It only takes a few minutes, so slay all the Piranha in the area and collect the amulet for easy traveling in the future. You won't need to pay the ferryman to return there any more.



Clear the Narrow Canal of its infestation problem and you get the Heliopolis Amulet.

Proceed past the guard and enter the far side of the city. Here lies the Council Chambers, where the higher-ups in government discuss politics and make the decisions that shape Abydos. Alas, nothing much is going on now with all the recent monster attacks.

III Council

Outside the Council Chambers, things appear grim. Four Wasp Spiders have attacked and intend to eat a dignitary out front. You must rush in to save him, staying clear of the deadly pincers and hacking away at the exposed Wasp Spider underbelly.



To save the dignitary outside the Council Chambers, slay the Wasp Spiders attacking the chamber courtyard.

When you kill the last Wasp Spider, the door to the Council Chambers finally opens and you can enter. Cross to the opposite side of the foyer and arrive at the Mayor's meeting room.

After you wipe out the Wasp Spiders, you can enter the Council Chambers.



Approach the Mayor only to discover that he's contracted a mysterious illness. He has just hours to live, unless you can gather five Healing Herbs to save him. The Mayor's aide hands you a Physician's Note and asks you to search out Kemmet the Inventor. He may be able to help with a special item that can hold the precious Healing Herbs and save their magic powers long enough to use on the Mayor.



With the Mayor dying from his illness, you must deliver the Physician's Note to Kemmet the Inventor and ask for his help.

Return to the big bridge and take the Zip Line down to the lower wooden platform. It's the Zip Line Handle closest to the guard, not the one that slides you down to the smaller bridge.

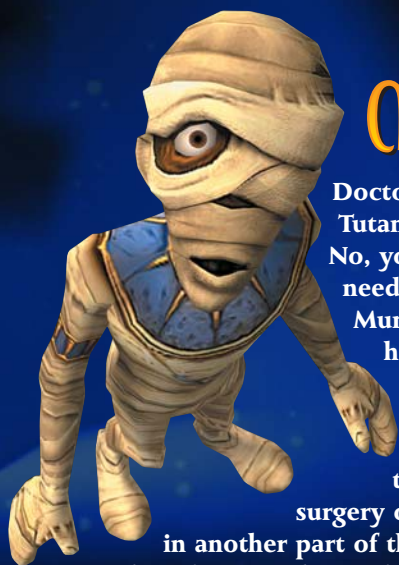


Off the big bridge take the Zip Line down to Kemmet the Inventor on the docks of the Grand Canal.

Kemmet the Inventor stands outside his doorway on the docks, directly across the Grand Canal from the hippie bum. After you chat with Kemmet, he gives you a Canopic Vase so that you can contact the Mummy again. It turns out that Tutankhamen has to retrieve the Medicine Bag for you so you can rescue the Mayor.



Kemmet gives you a Canopic Vase to send to the Mummy again.

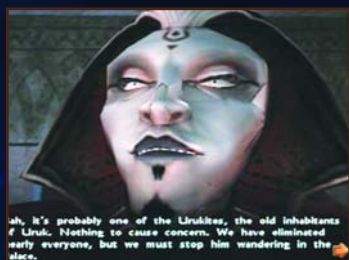


MEDICINAL MUMMY

Doctor Tutankhamen? No, you don't need the Mummy to heal you, though you do want him to perform surgery on the traps in another part of the Castle of Uruk and secure the Medicine Bag for you. The Mummy won't need a physical after all the exertions on this level, from transforming into a bat to screaming through the corridors as a rag-fueled torch to soaring to great heights like a trapeze artist.



Batting a Thousand



While Set and Menes still search for the castle intruder, the Mummy prepares for another foray into dungeon traps.

Still not suspecting the Mummy, Menes shows off a new trap to catch the intruder stealing stuff from the Castle of Uruk. The trap—a ray that transforms people into bats—impresses Set, and the two feel sure the intruder will fall under their control very soon.



This Anubis statue holds the bat-changing ray. Veer off to the right to transform into Bat Mummy.



As with previous escapes, head up to the room with the dangling skeleton cages and ironwork platforms. One of the statues off to the right (the camera pans to this statue when you enter the room for the first time) contains the bat-changing ray. Instead of navigating straight across, shimmy along over to the bat ray and get yourself zapped.

You can reach the two levers that open your new door only in Bat Mummy form.



Facing out from the bat ray platform, notice two ledges off to your left—one across the cavernous room and the second along the left-hand wall. You can reach these only in Bat Mummy form.



Fly over to the statue that turns you back into the Mummy.



Fly across the room and land on the statue off to the left of the lever. This holds the reverse ray, which turns you back into the Mummy. Jump up and use the wooden plank to shimmy across, then ledge crawl around the circular column to finally reach the lever. To turn back into Bat Mummy form and reach the next lever, continue past the lever and over to the next statue below.

Continue past the first lever and jump up to the statue that changes you back into Bat Mummy.

On the opposite side, land at the Mummy-changing ray and use the wooden beam to get close enough to drop on the lever platform. After you pull the second lever, transform into Bat Mummy using the bat-changing ray above you and fly to the new exit off to the right side (the one that has the statue with a mummy-to-bat ray).



Drop down on the second lever, then switch into Bat Mummy form and find the new exit.

Train Station

In the new area outside the Castle of Uruk, move along the ledge up to a double-barred door. Go across the nearby bridge and look for a large stone block. Push the block off the pressure plate to release one of the bars from the door.

Outside the Castle of Uruk, push the big stone blocks off their pressure plates to release the bars from the exit door.



Head back along the bridge to the door and go down the ladder to the left. Run to the nearby short bridge and up another ladder to reach the second push-block. Shove the block off the pressure plate to release the second bar, and head through the door to the hang-train area.



In the hang-train area, turn right and get electrified first.

Wander straight ahead to the main hub, then go through the corridor on the right and get electrified by the lightning contraption. Return to the main area and electrify the node in the middle. Watch out for the water; one touch and you lose your electric ability. With the middle node charged, the upper hang-train trapeze bars start to chug around the room.



Avoid the water in the main room—it rolls in and sucks out in a tide-like pattern—and electrify the central node.

Climb up the ladder to the right of the entrance and grab the moving trapeze bar. Drop down in

the first room and pull the lever next to the entrance to open the door indefinitely.



Ride the trapeze bars that circle the whole area. Drop off in the first room and pull the lever by the door to keep it open.

Retreat to the main hub area and run into the opposite corridor where the furnace room is located. Open the chest and gain the third Stolen Abydos Jewel. Catch on fire like a good soldier. Go back to the entrance room and back through the opposite corridor. Again, avoid the water or you'll turn back into boring, old, not-on-fire Mummy. Run like you're possessed so as not to be caught in the lightning contraption (you want to keep the fire ability).

MEDICINAL MUMMY



The furnace room heats you up so you can accomplish various fiery tasks.

In the impulse room, which has some Onyx Scarab pyramids to burn, find the block in a groove

near two pressure switches. Push the block onto the first pressure plate to raise a platform from the water near the adjacent wooden support. Jump across and burn this support to the ground.



Push the blocks so you can raise a platform to jump across and burn the wooden supports.



Now, push the block on the second pressure plate and raise a second platform. As before, jump across and burn that wooden support.

Position the water blocks to reach the torches through a series of three levers.



Three levers in the middle of this room move water blocks across the room. Position these blocks so you can cross to the unlit torch chambers that need some flame.

Pull the left lever twice, and the blocks line up to access the left torch alcove. Pull the middle lever twice, then the right lever twice, and the blocks shift to give access to the right torch chamber alcove.

With both torch chambers lit, the middle gate opens so you can charge up the electric node.



When both torch chambers are lit, the grill in the middle opens and exposes the second electric node. Pull the middle lever then the right lever to arrange the stone blocks to reach the node.

Head back to the adjacent corridor and gain the electric ability. Return to the impulse room and electrify the node.

Tired yet? Keep the wheels motoring and return to the main hub and go up the ladder again. Hang on to the bars as they pass by.

Pull the lever next to the circular concrete platform.



Drop off on the first circular concrete platform with the spikes. Jump into the small alcove and pull the lever. One of the gates in front of a Glyph Key area opens. Repeat the process with the next circular concrete platform to open the second gate, exposing the Glyph Key.

Fall to the floor, return to the main hub, and go back up the ladder. Grab the bars again and drop down on the platform that contains the circular flashing pad against the wall, between the two circular concrete platforms.



Let the giant pad bounce you across the room to the Glyph Key area.

Walk into the flashing pad to give the Mummy a giant boot all the way to the opposite side of the room. Collect the Glyph Key here.

Leap down to the floor again and return to the main hub. Guess what? Head back up the ladder and grab the bars again. Hold on all the way around until you reach the waterfall room (three ports with water flowing out of them).



Head into the waterfall room and unlock the door with the adjacent lever.



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Drop down into the room and pull the lever by the door to keep it open permanently. Return to the main room and get electrified in the lightning contraption. While twitching from too much current, run back through the main hub and into the furnace room.



Hang off the ceiling bar to avoid the fire ability. With your electric ability intact, charge up the node in the center of the waterfall room.

You don't want to lose the electric power, so hang on to the ceiling bar when the platform lowers into the lava. When the platform rises back up, you can safely drop down, retaining the electric ability.

Enter the waterfall room and electrify the node in the middle of the room. The spikes lower around the push block so you can gain access.



Slide the portable platform so you can hop the water and use the fire ability to torch the nearby wooden support.

Push the block into position so you can use it to leap across the water and reach one of the wooden supports. Return to the furnace room and ignite yourself. Use the block you just set up to burn the first wooden support.

Repeat the process for the second wooden support. Gain the fire ability again and go up the ladder to the right in the waterfall room (which also has some more Onyx Scarab pyramids).

Stand on the nearby block and jump up to hang on the moving trapeze bar. Release above the first spiked column and use the tunnel to your right to navigate around the three waterfalls. Jump back on the moving trapeze bar. Let go above the platform after the concrete spiked platforms and burn through the wooden floor nearby. Drop down and retrieve the second Glyph Key.



MEDICINAL MUMMY



Grab the trapeze bars on the hang-train and drop off above the platform with the wooden floor. Burn through the floor to gain the Glyph Key.



By now you've worn a path to the main room, and that's where you need to be again. Fire up again in the furnace room and head up the main room ladder. Burn all of the pyramids found here and collect all of the Onyx Scarabs before using the hang-train to swing over to the other side of the main room. Watch for the water jets on the trip; you may have to swing to one side or the other depending on where the jets shoot up. When you arrive by the door, light the torch chambers on either side to open it.



In the main room, access the high ledge with the door. Light the torch chambers on either side to open it.

Enter the doorway and step on the pressure-plate to open the gate on the far side of room on the left. Avoid the red laser beams and the following yellow laser beams as you head left to the opened gate.

Step on the next pressure-plate inside the small alcove to open a gate on the opposite side of the room back past the yellow, red, and blue laser beams. Avoid the beams and cross through that open gate.



Dodge the laser beams as you navigate through a maze of sensors.



In the final small alcove, step on the pressure plate and open the last gate to the key. Move over to the open gate at the back of the red laser beam room and pick up the third Glyph Key.



In the last guarded room, use all three Glyph Keys to turn off the lasers protecting the treasure chest.



Go down to the bottom floor and enter the room just behind you with the treasure chest guarded by laser beams. Insert all three Glyph Keys into the pedestals to disable the light barrier.

With your final act for this level, the Mummy retrieves the Medicine Bag for Sphinx.



At last, you've found the Medicine Bag. The Mummy can rest again, while the Medicine Bag gets passed to Sphinx to aid in his race to save the Mayor.



CURE FOR THE SOUL

You're not making a salad or adding a tasty spice to your meal. You are, however, collecting every Healing Herb you can find in Abydos. Recover five and you may save the Mayor's life. Come up short and you'll need a continent full of Healing Herbs to repair the damage caused by the mad Set.

Herbal Essence



After the Mummy's success recovering the Medicine Bag, it's time to scour Abydos for the five Healing Herbs.

To save the Mayor, you need the magical essence of five Healing Herbs. The

Medicine Bag Bas-Ket delivered allows Sphinx to pick the herbs and store them until you can reach the Council Chambers.

Healing Herb #1

The first Healing Herb lies behind the guard on the big bridge.

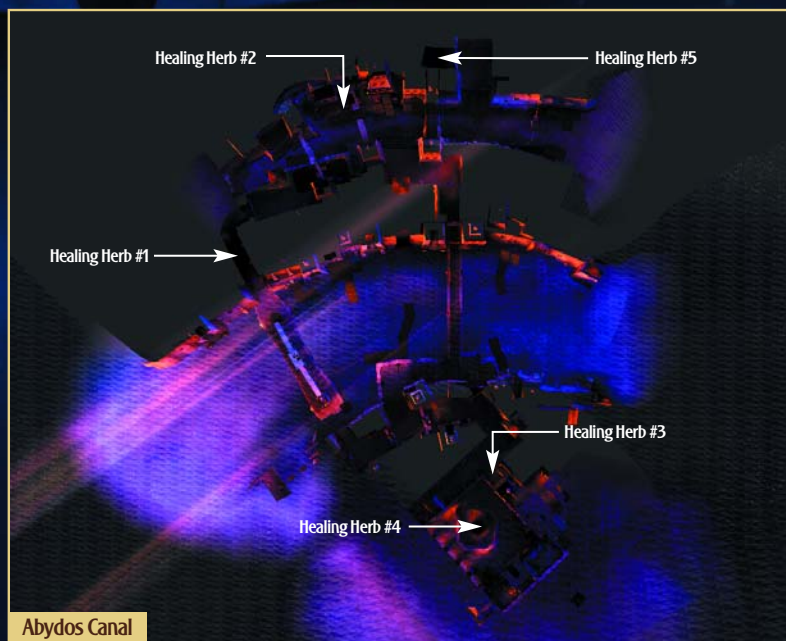
Leave Kemmet and head to the guard on the big bridge. Enter the passage behind him and pick up the easy Healing Herb in the corridor.



Healing Herb #2

This is the hardest to find of the five plants.

This herb is located on the second level on a ledge across the canal from Tefnut's Target Tavern (the sign's right outside the tavern). Go past the tavern and somersault out from the corner of your stone



Abydos Canal

ledge to a small wooden ledge along the building wall. A rope swings back and forth over the canal. Jump out and grab the rope to swing to the other side. Let go so you land on the high ledge. Pick up the Healing Herb growing at your feet.

Healing Herb #3

On your way back to Abydos Plaza, pick the Healing Herb.



Return to Abydos Plaza. On your way, at the corner of the second level near the Zip Line, a solitary patch of Healing Herb grows off to the side. Snatch it and move on.

Healing Herb #4

The fourth Healing Herb grows in the sewers, inside the well.

The fourth herb brings you full circle: back into the sewers. Plunge into the well again and come out in the locked sewer section. Smash the containers for some extra cash if you need it, then pluck the Healing Herb from the stones beside the well. With four Healing Herbs in your Medicine Bag, return to the Council Chambers before the Mayor expires.



CURE FOR THE SOUL

Healing Herb #5



The last Healing Herb resides under the steps in the Council Chambers. Find the Glyph Key to unlock the gate.

The fifth herb rests in the locked area under the stairs in the Council Chambers. First you need the key. Go outside into the courtyard and dive into the surrounding pool. Hit the three light targets by performing a high sword slash from the surface of the water. This reveals a treasure chest with a Glyph Key. Place the Glyph Key in the pedestal at the lowest end of the Council Chambers foyer. The gates open and you can search the underground area for the fifth Healing Herb.



Stop by for some extra loot with a treasure chest before you grab the final Healing Herb.

Crowning Achievement



Deliver the Healing Herbs into the Physician's hands to save the day. The Mayor entrusts you with the Sacred Crown of Abydos.

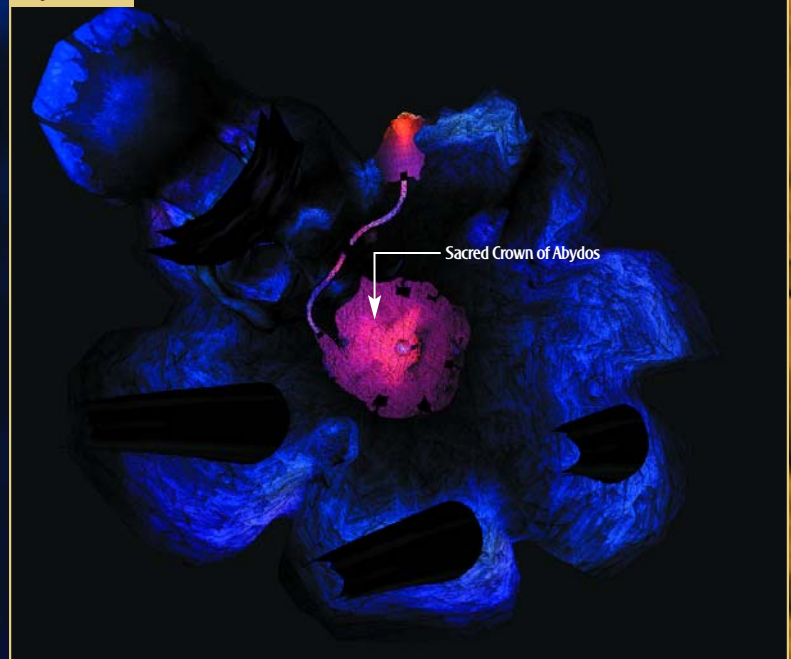
Back in the Council Chambers, speak with the Physician who told you to get the Healing Herbs. The medicine is administered to the Mayor, and he's saved! Ask him for the Sacred Crown of Abydos, and he leaves the room to contemplate what to do. Follow him out and he will entrust the crown to you for its safe return to Anubis.



Two enemy imposters steal the Sacred Crown of Abydos and escape down a secret passage.

Unfortunately, two imposters in the Mayor's party steal the crown before you can secure it. They exit the Council Chambers and escape down a secret passage under the statue in the main foyer. Chase them down the hole.

Abydos Boss



Watch out for the gap in the walkway down to the imposters' battlefield.

The hole leads you to another weird dimension. Follow the imposters down a meandering slide-like walkway. Be careful—if you fall off, you lose. To make matters worse, there's a gap about midway down the walkway, so use your somersault to cross to the other side.



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When the demon attacks, run for the nearest stone structure for protection.

At the bottom, you enter a battlefield complete with towering obelisks and a strange crystal in the middle. You don't have time to admire the landscape—the imposters immediately merge and change into a giant demon. It's gonna be a tough fight.



Hide behind stone obstacles, and when the coast is relatively clear, run out and strike one of the green disks.

The demon has two main powers: a hurricane wind from his beating wings and explosive projectiles that act like time-delayed grenades when they land on the battlefield. As soon as the demon cutscene ends, run for the nearest towering obelisk. When the demon lobbs the projectiles at you, the obelisk takes the brunt of the attack, not you. Plus, the obelisk breaks apart and reveals a circular green disk. These are the key to defeating the demon.

Run to the next obelisk while the demon breaks out his hurricane winds—you want all of these obelisks destroyed before you can injure the boss. Run straight into any fierce winds (toward the demon) so you don't get swept overboard. Then when the demon uses his explosive projectiles again, stay close to the obelisks, until all have been destroyed, revealing a ring of green disks around the perimeter of the area.



The demon falls and lets you retrieve the Sacred Crown of Abydos.

To slay the demon, run around the battlefield and strike the circular disks. Each struck disk glows and shoots an energy beam into the crystal in the middle. You damage the demon when all four disks are lit up. Keep circling and circling, dodging wind blasts and projectiles, until you've struck enough disks to cripple the demon. Time it so that you strike the fourth disk when the demon is in the center of the arena, otherwise the energy beam may miss him.

After you slay the demon, a strange being transports you back to Heliopolis. Here, Imhotep tells you that things are looking grim

Collect the Sacred Crown of Abydos from the fallen demon. As a reward, you gain a Gold Ankh on your life total and heal fully. You're transported back to Heliopolis, where it's time to talk to Anubis again.



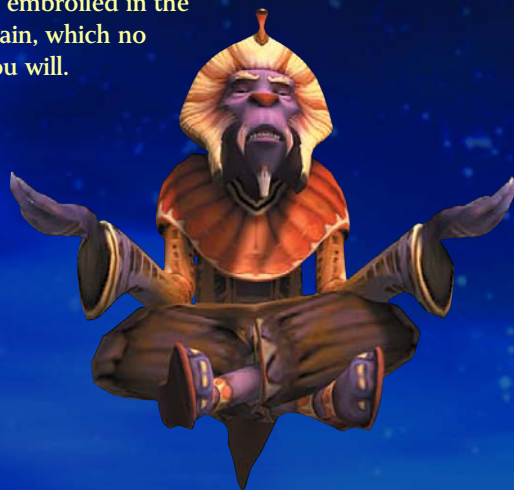
The Pharaoh's Wife

Return to Anubis, either with the Anubis Amulet or by hoofing it through Wall Entrance I. Give him the Sacred Crown of Abydos, and in exchange, he gives you two more Curse Stones and a set of Acid Darts.

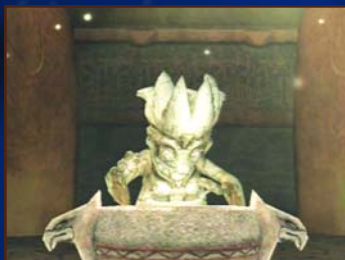
Anubis presents you with two more Curse Stones and a set of Acid Darts.



Guess where you head next? Yep, the Cursed Palace. Free the Fortune Teller on the right side first. She prophesizes that you'll be embroiled in the chaos again, which no doubt you will.

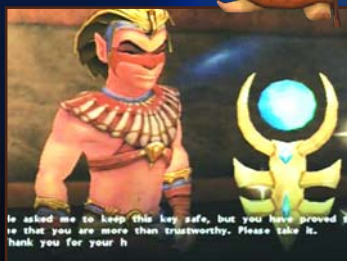


CURE FOR THE SOUL



Free the Fortune Teller on the Cursed Palace's right side.

Then head over to the opposite side and unfreeze the Pharaoh's Wife. She thanks you with the South Desert Key.



On the left side, the Pharaoh's Wife gives you the South Desert Key.

Outside the Cursed Palace, run up the hill and head through the force field you deactivated. On the other side is Heliopolis Point.

Look to use your new South Desert Key at Heliopolis Point.



Help the Squirt Herdsman out by corralling his four Squirts into their pen.

First, check out Heliopolis Point. Your first meeting will probably be with Sekhmet the traveling Squirt Herdsman. He's lost four of his Squirts and needs you to corral them back into his pen. Run the four back through the fence and do your good deed for the day. The Squirt Herdsman rewards you with a Gold Ankh Piece.

Head to your left and up the hill and past the Squirt herder pen. You'll see a sign on your right that reads "South Desert." Use the South Desert Key on the receptacle to access the large desert area of Heliopolis.



The South Desert Key opens the wooden gates at the top of the Heliopolis Point's hill.

Run up to the top of the hill where there's a large pit with three huge statues. Notice that the statues' mouths are corked shut. Unpack your Blowpipe and shoot the chains on each statue with an Acid Dart. Water pours out of the statues' mouths to fill the pit at the bottom.



Run up to the large pit with the three huge statues and fire an Acid Dart at each chained mouth cork. Water pours out and floods the bottom of the pit.

Now you can safely dive into the pit. Take a leap and plunge into the water. Come up on the opposite side of the pool in front of the Lost Temple of Heliopolis (the big doors carved into the cliff face).



Dive into the now-formed pool at the bottom of the Lost Temple of Heliopolis pit.

Two guardians try to prevent you from opening the dungeon doors. It's your favorite

monsters too—two Half Brutes. Watch out for their range—the Half Brutes have the explosive lightning attack. Strike when you see an opening after they've performed their shocking ground stomp attack, then retreat to the far side of the pool. If a monster tries to corner you, run to the opposite side of the pit and regroup. When both foes finally fall, The Lost Temple of Heliopolis is yours for the taking.



LOST TEMPLE OF HELIOPOLIS

The Lost Temple of Heliopolis is an historic place. After all, it's home to the Rosetta Stone, the key to unraveling all sorts of ancient languages. When you decided to aid the old Archeologist in his pursuit for the Rosetta Stone, little did you know that fearsome beasts and despicable traps would guard the tablet and thwart all but the bravest of heart and the cleverest of mind.

Into The Depths

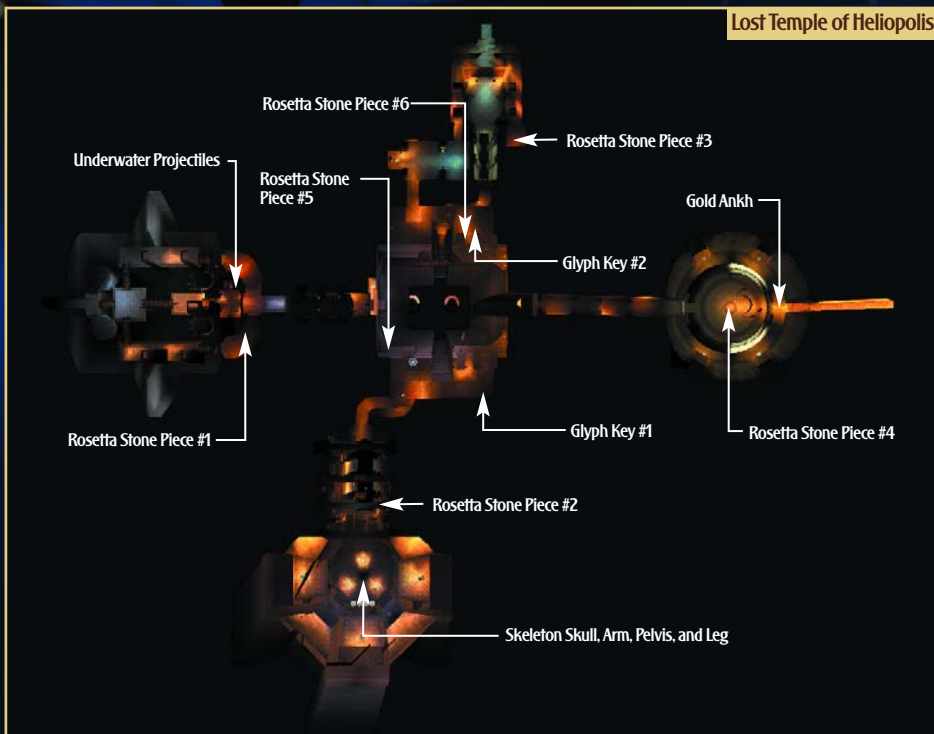
Every major door in the temple has chains wrapped around it. These require your new Acid Darts, so don't waste them.

When you enter the temple, the old Archeologist greets you and tells you that the temple is too tough for him and he'll never recover his lifelong dream—the Rosetta Stone. Offer to help him and you'll get more than his thanks later on.



Meet with the Urbain the Archeologist, who gives you a quest to recover the six pieces of the Rosetta Stone.

Return through the archway and around the bridge to your left and pass the save statue. Using your newfound Acid Darts, dissolve the chain around the door so you can get inside. Smash open the statue at the end of the path and collect the first Rosetta Stone Piece.



Dissolve the chains on the left-hand door and gain your first Rosetta Stone Piece.

Return to the Archeologist's area and cross to the opposite door. Dissolve the chain around that door with an Acid Dart and proceed inside.



Slam attack the pressure plate to activate the levitation discs.

Follow the path to a levitation disc area. Slam attack the pressure plate to activate the levitation discs. Jump on the disc before it zooms off, and then ride it down to the bottom.

CAUTION Watch out! Each levitation disc has a unique movement pattern. When crossing the gaps via the floating discs, learn the pattern first so you don't jump into the abyss by accident.

LOST TEMPLE OF HELIOPOLIS



Corrode the chains on the door and enter the main hub room. Jump on the first levitation disc and then jump to your right. Corrode the chains on the door and continue down the passage until you reach the room where a giant skeleton hangs from the ceiling in a cage. You need to drop the cage, even though it will result in a tough battle.

From the main hub area, jump to the platform on your right and corrode the chains on the door. Follow the passage and the levitation discs to the giant skeleton room.



Notice that the chains holding the cage all come to a point. Aim an Acid Dart at that center link and dissolve it to smash the cage on the floor.



Blow an Acid Dart at the chain holding up the skeleton's cage. The resulting crash frees four Skeletal Axemen you must beat.

Four Skeletal Axemen animate and attack. Beat them one-by-one and collect the four body parts they leave behind (Skeletal Skull, Skeletal Arm, Skeletal Pelvis, and Skeletal Leg).



Smash the Skeletal Axemen into their respective artifact body parts: skull, arm, pelvis, and leg.

Jump up on the pedestal in the middle of the room and read the clue. It tells you to place the body parts in the nearby graves in anatomical order from head to toe.



The inscription tells you in which order to place them: from head to toe, from left to right.

Start on the left side and place the Skeletal Skull in grave one, Skeletal Arm in two, Skeletal Pelvis in three, and Skeletal Leg in four. If you do it correctly, stone slabs slide out of the wall so you can continue to the higher ledges in the room.



Time the somersaults dead-on off the skull stone slabs. For some leaps, grab the tip of the edge with your outstretched fingers.

The somersaults from stone slab to each balcony are difficult; so keep trying if you fall off. Time each one perfectly so you reach out and grab a ledge at the last second. You may not be in a hurry anyway; there are a lot of enemies to fight on the way up.



Dark Worshippers try to intercept you on your adventure up the ledges.

Battle the Dark Worshippers as you climb the ledges. Standard combat techniques apply. Swing from behind often, and if you think you have time, attack relentlessly when a monster reels from your blows.



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At the top of the ledges, shoot the chains immediately to your right and open the door to the second Rosetta Stone Piece.

When you reach the top of the ledges, dissolve the two chains in front of the doorway to the right.

Break open the statue to collect the second Rosetta Stone Piece.

Whip out another Acid Dart and corrode the chain in front of the next door. Walk through the doorway following the path. When you come to the area with the gate to your right, pull out your Blowpipe again and shoot the chain holding the stone block. The block will fall into a track, and all you have to do is push or pull it to the far end. This will cause a snakehead platform to slide out of the wall so you can jump across to the other



side.

Jump the gate and battle the Green Giant Worm for a Glyph Key you'll use in the main hub.

A Green Giant Worm guards this area, and you have to slay the beast to gain the Glyph Key you need. When it dies, make sure you're not underneath it, or its body will crush you as it falls.

When this enemy is gone, slash the stone statue and grab the Glyph Key. Drop off the platform back into the main area with the levitation stones.

Hop across the levitation discs to the opposite side.

Dissolve the chains around the big door and proceed through it and along the pathway.



Cross the main hub to the opposite side and ride the levitation discs down to the next challenge area.

When you arrive at the next set of levitation discs, slam attack the pressure plate and observe the discs' pattern. Jump from disc to disc and cross safely.



Dissolve the chains around the room and pull the lever in each room.

Continue forward and remove the four chains around the stone doorways in the next area one-by-one. Each area has a lever, with a Sharpbeak possibly guarding it. Defeat the Sharpbeaks and pull the lever for each alcove.



Blast the chain holding the hanging concrete block. Leap up and grab the edge to reach the higher level.

A giant concrete block lowers with each lever pull. After pulling the fourth lever, use an Acid Dart on the chain holding the concrete block and the block falls into place at the bottom. You can now leap up and grab its edge and pull yourself up to the higher ledge.



LOST TEMPLE OF HELIOPOLIS



Clear the ledge of both Mummy Worms so the monsters don't hassle you while you use the two doors.



Slay the Mummy Worms guarding the ledge area. Head to the right (from the original concrete block facing) and use another Acid Dart to open the door at that end.



Remove the Dark Worshipper to gain the third Rosetta Stone Piece.

A Dark Worshipper waits for you past the door. Defeat it and claim the third Rosetta Stone Piece from the statue.



Fight back to the main hub through armadillos and Dark Worshippers.

Return to the Mummy Worm ledge and head to the opposite side. Blow another Acid Dart to unlock the chained door. Follow the path to the right and left, fighting a pair of Almost-a-Bulls along on the way. Capture the next monster, a Fire Armadillo, so that you can release it to burn down the wooden barricade surrounding the lever in the next area. Pull the lever and notice that the steel sheaths over the two hanging chains retracts long enough that you can hit both chains with your darts. After both chains dissolve, a steel girder falls from the ceiling and you can climb across it to the other side.



Battle another Green Giant Worm to snag the second Glyph Key.

Another Green Giant Worm protects a nearby statue. Smash the worm, then smash the statue to pocket a Glyph Key.



As you insert the two Glyph Keys in the center pedestals, two snakehead bridges extend so you can reach the final dungeon area.

Drop back to the levitation disc area and place your two Glyph Keys in the pedestals in the center of the room. Two snakehead bridges extend at the far end of the room, so you can access that area.

Cross over to the end area and dissolve the two chains around the doorway. Enter a huge room with the fourth Rosetta Stone Piece in the center.





The fourth Rosetta Stone Piece is next on the list. When you acquire it, you must fight your toughest opponents.

If you think this is too good to be true, you're correct. The fourth piece looks easy to snatch, but it's guarded by three sets of monsters. First up, two Sharpbeaks wield their blades like lawnmowers. Parry often and strike when you see an opening. Two Knives Cats are second to arrive. Don't let them somersault behind you. Lastly, two Big Bulls look to hammer you into the ground. Beat them to the punch with continuous slices and a few full-circle sword moves for good measure.



As a reward for besting the final monsters, you gain a Gold Ankh Piece.

When the bosses fall, collect the Gold Ankh Piece to reopen the entrance. Now that you have the four most

difficult Rosetta Stone Pieces, it's time to collect the last two easy ones. Head back to the main hub and jump over to the platform on the left. Dissolve the chain on the second small doorway and find the Knives Cat within. Break the statue for the fifth Rosetta Stone Piece.

Head across to the opposite platform and go to the first small door (the one closest the big door). Dissolve the chain, fight the Knives Cat and collect the sixth Rosetta Stone Piece.



The Archeologist graciously accepts the six Rosetta Stone Pieces and hands over some Underwater Projectiles for your trouble.

Back in the starting area, the Archeologist is overjoyed at the Rosetta Stone discovery. He informs you that he's returning to Bedouin Outpost to put all the pieces together. He leaves you with the Underwater Projectiles, which allow you to leave the Lost Temple of Heliopolis and return to the mainland.

Bedouin Outpost

Outside the Lost Temple of Heliopolis, there's a second water hole (besides the one you dove into). Originally, you couldn't swim through to the other side because a metal gate blocked it.

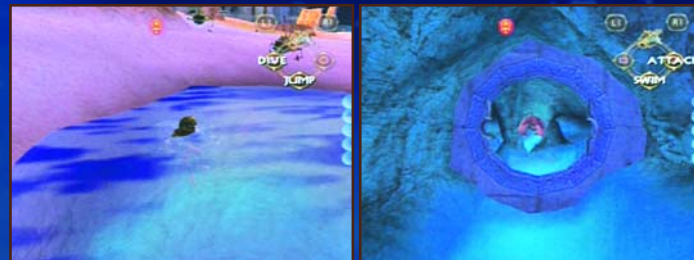


Outside the Lost Temple of Heliopolis, the Underwater Projectiles get you past the gate in the second water hole.

This is not a problem anymore with the Underwater Projectiles. Simply chuck one at the target on the gate and it disappears. Don't mess around in the tunnel; you have just enough oxygen to swim from one side to the other. No drowning, please.

Ask the ferryman for a lift back to the Cursed Palace.

Continue the breast-stroke until you reach the shore with the ferryman. Ask him to boat you to the Cursed Palace.



Pass through the water hole by the Slim Bubbles and use the Underwater Projectiles to pass the gate.

LOST TEMPLE OF HELIOPOLIS



Head up the hill by the Cursed Palace to reach the pool by the Slim Bubbles. Dodge the Bubbles and dive into the water pool. Now you can get past the gate with an Underwater Projectile. Swim on to Bedouin Outpost.



The red tents signify Bedouin Outpost.

When you reach the sand on the far side, walk toward the three red tents on the beach. The first tent holds two beetle shopkeepers. One sells you Capture Beetles; the second offers you an apprenticeship and hands out Monster Lists for you to track down. Capture all four monsters on the list and win Scarabs and a Gold Ankh Piece (see the "Heliopolis Side Quests" sidebar in the "Heliopolis" section).



The first Bedouin tent houses two beetle shopkeepers. One tries to sell you Capture Beetles, while the second offers you money if you can fulfill his Monster List wants.



ANKH PIECE RITUAL

The third tent holds the Heliopolis Healer, Shetta. For a fee, she heals your life total back up to full, or performs a special Ankh Piece Ritual to permanently raise your life total by a Gold Ankh Piece (you need four Gold Ankh Pieces to initiate the ritual).

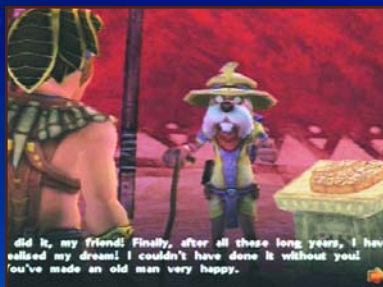


The local Healer lives in the third tent.

The middle tent houses the Archeologist. He's happy to see you and gives you the complete Rosetta Stone, now that he has accomplished his life's most important goal. You can now use this to decipher the five Golden Obelisks of Heliopolis.

Visit the Archeologist in the middle tent and he gives you the whole Rosetta Stone this time.

Say good-bye to the Archeologist and head away from the water across the desert to the area with three spinning target poles.



Slay the two Knives Cats and the Half Brute out front and run across to the Atun Disc around the corner to your right (facing the cliff walls).



At the three spinning target poles, destroy the Half Brute so you can work through the puzzle.

Imbued with the super speed the Atun Disc grants you, whack all three target poles in quick succession so they all spin simultaneously. This causes a column to rise to the higher ledge. Jump aboard and collect the Obelisk Gate Key.



Use the super speed from the Atun Disc to hit all three target poles in quick succession. Hitch a ride on the elevator column and grab the Obelisk Gate Key.



Walk along the ledge and read the first of the five Golden Obelisks around Heliopolis. The other four lie in the following places: directly on the cliff above Sun Shrine Temple bay, one near the Squirtherder pen at the top of the hill on Heliopolis Point, near the force field at the top of the hill in the Cursed Palace area and down on the beach at Bedouin Outpost. You need to read each one and then report back to the archeologist. He will give you the Hathor Statue.

Walk along the top of the cliffs above South Beach. You eventually come to a gate, which you can open with the Obelisk Gate Key. It's a shortcut to the Great Obelisk on the other side.

Take the shortcut through the gate at the top of the cliffs above South Beach.

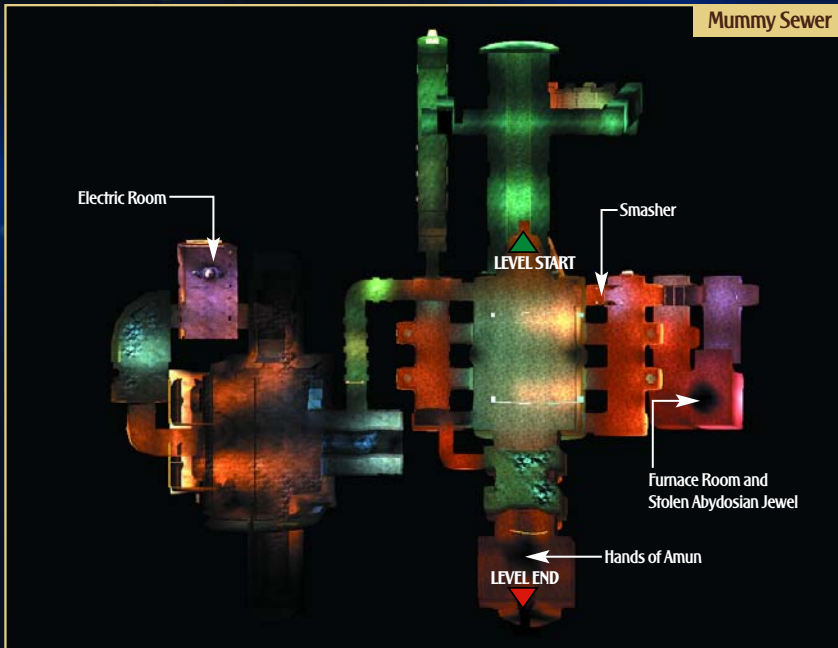
Walk up to the obelisk and place the Hathor Statue in the receptacle. The Great Obelisk lowers and presents Sphinx with a Canopic Vase. It's time for the Mummy to strut his stuff.



THE SEWERS

You have one more Great Wall Entrance to infiltrate and the Mummy's just the person...uh, thing...to get you the key. While the hunt in the Castle of Uruk has picked up its pace and the traps have become even deadlier, Tutankhamen rises yet again to do the impossible and retrieve another crucial item for Sphinx.

Sewer Smells



Mummy Sewer



Menes leaves the door open, and the Mummy has a new escape hatch.

The ever-bright Menes starts this chapter by searching the Mummy's cell and finding nothing. Not thinking much of it, he leaves the door open. When he's gone, you can sneak out the door and crawl through a hole in the new area to reach the upper ledge in the Eye Sentry guardroom. Use the overhang to climb across to the last new area in the Eye Sentry guardroom. Drop down behind the four Eye Sentries and go through the door there.



Jump down from the starting ledge and head left into the smasher for some two-dimensional tricks.

Leap off the starting ledge and into the central hub area. Head through the archway on your left. This is the smasher area. Two stone slabs crush the Mummy Paper-Thin to perform the usual "two-dimensional" tricks. Reverse directions and head back toward it. Don't resist—you want it to cut you into three mummies.

Pull the lever so the Paper-Thin Mummy can pass over the barred floor, then through the metal bars on the right. A giant fan sucks you toward it. Don't resist—you want it to cut you into three mummies.



On your right, face the archway with four columns around it. Pull the lever to your right to cover the large grill floor in the corridor you're facing. The passage ahead contains bars on the floor that the Paper-Thin Mummy can fall through. Move around these and advance before the grill door slides open again.

Past the grill floor, squeeze your Paper-Thin Mummy through the metal bars on the right. A giant fan starts up in this area and sucks you toward it. Don't resist. You want the fan to chop you into three mummies.

THE SEWERS



Now move to the ladder in this room and follow it up the stairs to the top.

After climbing the ladder near the fire pot, pull the lever to lower the gates and remove the bridge to the sarcophagus.



Send all three mummies out of the lower sewers by finding the elevator plate and riding it up to the main area.

With three mummies under your control, send the first mummy out into the sewers. Depending on how you land, the

elevator platform you need will be either directly ahead of you or behind you. Find the elevator platform and stand on one of the pressure-plates in front of it. Send the second mummy to stand on the other pressure-plate. The third mummy can now use the stone block elevator to reach the upper level.

At the top, find the lever in this room to permanently turn on the stone block elevator. Now the other two mummies can come up. Head to the gate at the end of the passage. The gate slides down; hang a left there. Head back into the central hub area. Bring the other two mummies out the same way.

Standing on the pressure plates unlock gates to new areas.

Send a Mummy to the pressure-plate opposite you as you return from the elevator area, next to the corridor with the smasher. Send another mummy to the pressure-plate diagonally opposite from that pressure plate, nearest the other set of two gates by the bridge leading to a sarcophagus. With a mummy on each plate, the gates open on the other side of the smasher.

Swap to the first mummy and send him through the smasher and down the corridor. Follow the passage around and you enter a room with a chest on the floor and a big pot to the left. Welcome to this level's furnace room.



The furnace room lies beyond the smasher. It's a giant boiling pot this time.

Stand on the iron platform and open the chest. You gain the fourth Stolen Abydos Jewel, then it scoops you up and plunges you into the boiling pot, giving you the fire ability.

Pull the lever on the far wall. This opens all three gates to your right. Drop down to the main chamber and go through the archway opposite the smasher. There are some Onyx Scarabs to be collected from the wooden pyramids in this lever room as well.

At the end of the corridor opposite the smasher, you enter a different sewer area.

Run along the corridor to the end. You're now in a different sewer area with a large drop to your right.



Jump the rocks to avoid the water and flip the lever on the far side.

Jump across the stone in this area to bypass the water and flip the lever on the other side. Two platforms rise and form bridges. Unfortunately, these platforms are made of wood so when the Fire Mummy touches them, they go up quickly. You have only a few seconds to make it over—take the one on the right leading to the wooden gate. There are several wooden pyramids containing Onyx Scarabs for you to collect in the sewer below the bridges, should you wish to grab them.



Run across the wooden bridges as fast as you can so you can reach the wooden gate at the end and burn it down.

Don't stop until you run into a wooden gate blocking your passage. You have to navigate the bridge system while maintaining the fire ability, because at the end you need to destroy this last wooden gate.



SPHINX

AND THE CURSED MUMMY™

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Wait for the rising stones and skip across them past the water.

On your right is the machine that grants you the Electric Mummy power. Get charged up and head out the far archway.

In the next room jump on the stepping-stones as they pop up. If you miss, it's in the drink and back to the lightning machine. At the end of the stones, there's a node to spark up, which opens the steel gate in front of you. Double back and get the electric ability once again before heading through to the main hub once again.



Gain the electric ability and head back to the main hub.

Now that you've juiced up the node in this area, cross the remaining wooden bridge and head back into the main chamber. If you burnt both bridges, drop down and climb the ladder opposite to get back to the lever you used to raise the bridges. You'll lose your electric ability in the water if you do this though, so charge up again after raising the bridges and cross safely.

Send the two other mummies to stand on the unoccupied pressure-plates.

Back in the main chamber, move the two mummies on the pressure-plates to the other two unoccupied pressure-plates. Two gates drop to the right of the water pit; send the third electrified mummy in there and tap the node at the end of the corridor.



Electrify the node in the corridor to the right of the sarcophagus. This activates the platforms to cross the water pit.



Carefully cross the platforms to speak with the sarcophagus in the final area. Gain the fire ability first to complete the sarcophagus torch puzzle.

Your new node activates the water-propelled platforms to the sarcophagus area. Go to the furnace room and gain the fire ability. Then cross the platforms and talk to Rameses, king of all of the sarcophagi people. He gives you the torch puzzle.



Ignite torches on opposite sides so the remaining torches form an unlit triangle. Fire up any one of the last three torches to solve the puzzle.

The puzzle works like this: Each brazier you ignite sends out a flame that ignites the torches on the other side of its triangle. If a torch is already lit, it extinguishes.

Light the first torch you encounter after crossing the platforms, then the one to the left of this. From here light the top right torch, then back to the previous one, then the bottom right torch followed by the top left torch, and lastly, the bottom left torch for a third time.



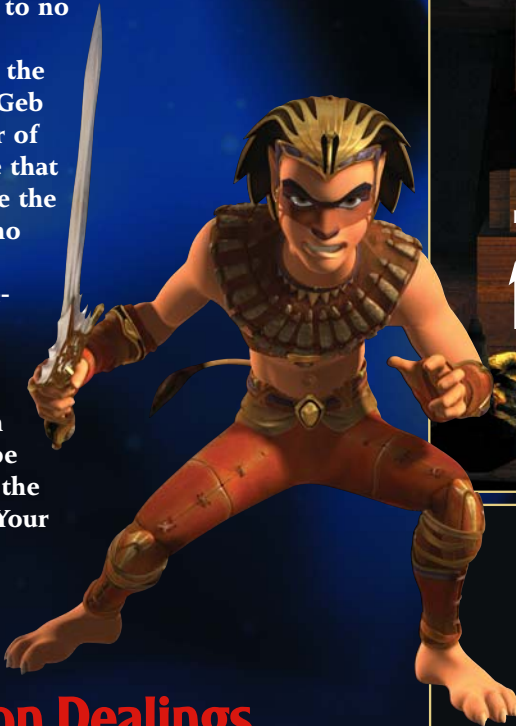
Begrudgingly, Rameses the talking sarcophagi hands over the Hands of Amun.

As a reward, the sarcophagi, Rameses, gives you the Hands of Amun. After another job well done, the Mummy collapses and sends this important quest item into Sphinx's hands.



URUK ISLANDS

The Sacred Crown of Uruk is up to no good. Set has passed it into the hands of the Geb Queen, leader of an insect race that wants to serve the dark lord. Who knows what terrible consequences will occur if the power of the Sacred Crown of Uruk can be harnessed by the Geb Queen? Your mission is to stop her at all costs.

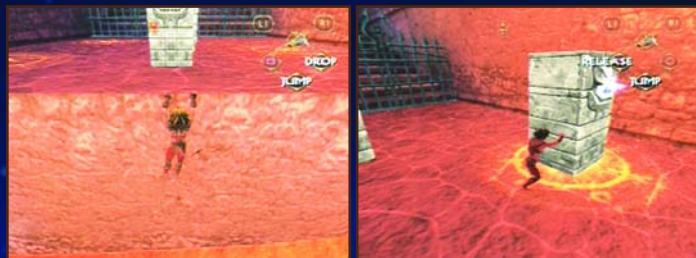


Dungeon Dealings

Heliopolis Point is the staging ground for your next quest.

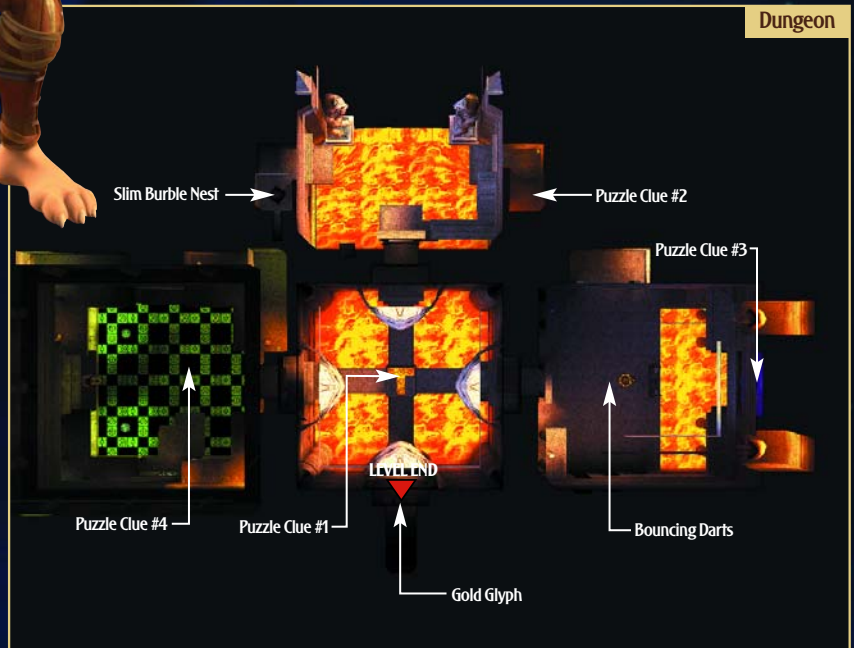
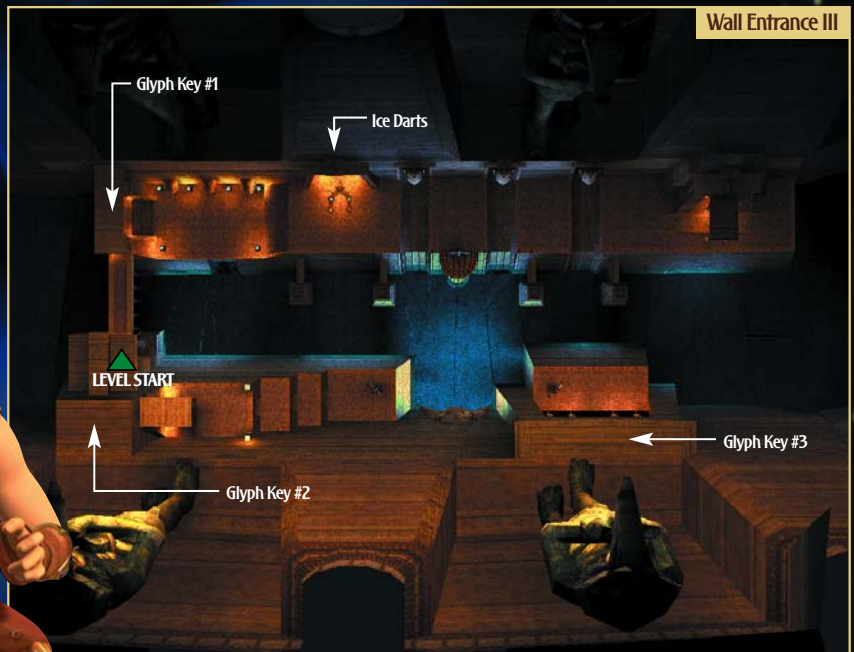


When the Mummy fades out and Sphinx blinks back into existence, walk around the mountainside and head to Heliopolis Point.



The Hands of Amun move large obstacles such as the statues to open Great Wall Entrance III.

Facing the shoreline, turn right and head toward Anubis' Tower. Jump up onto the open ledge in front of you. A large gate stops you from entering Great Wall Entrance III to the Uruk Islands. Except, you have the Hands of Amun that the Mummy just retrieved for you, so this gate's not blocked to you. Push the statues onto the three magic circles to open the gate.



Begin Wall Entrance III by tricking the armadillo into burning the statue's wooden gate.



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Inside Wall Entrance III, straight ahead, lies a statue you must destroy. Off to your right, stairs descend to a platform where a Fire Armadillo and Skeletal Spider appear ready for a fight. Lure the Fire Armadillo up the stairs to crash into the wooden gate in front of the statue.

Smash the statue and retrieve a Glyph Key. Head back down onto the platform and bypass the Skeletal Spider. You need it later, so don't harm it now.



Another light sequence puzzle unlocks a Crabhands to fight.

Up the second set of stairs, another platform holds a light sequence puzzle and three demon mouths that gush gallons of water. You can't cross the water, so concentrate on the light sequence puzzle.



Solving the light sequence puzzle nets you the Ice Darts.

Mimic the light pattern to access the door: blue, yellow, blue, yellow, red, green, blue, green. Fight the Crabhands, open the treasure chest, and gain 30 Ice Darts. Now return to the first platform with the Skeletal Spider. Don't destroy it; instead, freeze it solid.

CAUTION After you freeze the Skeletal Spider, keep the Fire Armadillo away from it. If the Fire Armadillo melts the ice, that will free the trapped spider.

Push the frozen spider over to any of the three platform statues coming out of the wall. Each platform has a Glyph Key pedestal on top. With the help of the frozen spider block, leap up to the Glyph Key pedestals.



Freeze the Skeletal Spider and use the ice block as a stepping stone to reach the Glyph Key pedestals above.



Place the first Glyph Key in the pedestal and the water pouring out of the first demon mouth ceases. Shut off the other two mouths and you're good to go.



The Ka Ankhs transport you to the other two Glyph Keys.

Jump down from the statue platform and continue up and past the first mouth (now dry) and stand on the pad in front of the glowing Ka Ankh Firing Point.

Shoot a dart to hit the Ka Ankh point across the water to the right. You have to leap up three stone ledges, which wouldn't be a problem if three spike traps didn't threaten to skewer you.



Slam attack the pressure-plate to deactivate the spike traps.



URUK ISLANDS



To deactivate the traps, slam attack the pressure-plate directly in front of the first one. You are on a strict time limit of about 10 seconds, so hurry up and time your jump perfectly. On the second platform, release a captured Fire Armadillo and burn the fence in front of the spike trap. Repeat for the third platform. If you don't have any captured Fire Armadillos, return to the first area and stock up there.

To pass through the corridor of flame, leap up and grab the wooden handles.

At the corridor of flames, you can't make it all the way through in between flame bursts. Here's the plan: when the flames pause, run to the middle, jump up, and hang off the wooden grip above. This will drop the metal gate in front of you. Repeat this process for the next two gates. When the fire stops at the last gate, drop down and collect the second Glyph Key from the statue at the end.



Shatter the statue to retrieve the second Glyph Key.

Return to the Ka Ankh Firing Point and shoot the Ka Ankh to the right (the one you haven't been to yet). The area looks deserted save for a hanging green lamp above the doorway. Shoot this with a dart and an armadillo appears.



Fire at the next Ka Ankh to reach a target that creates armadillos.

You don't have to fight the armadillo. Shoot it with an Ice Dart and pick up the ice cube to drop on one of the pressure-plates in the room. Repeat until you have three frozen armadillos on three pressure-plates. Run over and stand on the fourth pressure-plate yourself. This opens the door in the corner (permanently). Break the statue inside and collect the third Glyph Key.



Freeze the armadillos and drop them on the pressure-plates to gain the third Glyph Key.



Now head back to the platform with the Skeletal Spider. Freeze him again and slide him over to one of the other Glyph Key pedestals you haven't visited. Use a Glyph Key, and then repeat the process for the third Glyph Key.



Shut off the water and cross to the magic teleportation circle.



All the water shuts off now. Beware of Knives Cats that may suddenly appear as you cross the platforms. Run across the platforms to the end and step into the magical teleport circle. You're headed to the Uruk Islands.

The Chief Challenge



Shoot the green targets to summon a levitation disc.



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AND THE CURSED MUMMY™

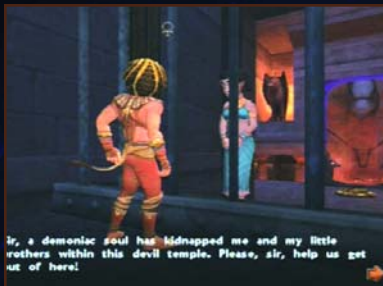
It appears as if you're stranded on this island, but you're not. Look up high on the outside of the building. Targets flank either side of the door. Shoot both with darts and this brings a levitation disc to your doorstep.



The only way in the next dungeon is to speak with the Urukite Chief.

Hop on the levitation disc and cross over to the central area. Talk to the Urukite Chief and he gives you a test of wisdom and ability. Accept the challenge and enter the complex.

TIP The Urukite dungeon contains many brainteasers. Look for the visual clues that help you figure out the Blowpipe puzzles.



All is not what it seems. The girl asks for help but doesn't really need it.

Walk forward and a girl off to your right begs for your help. She and her friends were captured and imprisoned, stuck behind the bars that divide her room from yours. You'll save her as soon as you can or will you?



Solve the first puzzle with a 'T' pattern.

Return to the middle and look down at your feet. See the "T" there? That's your first visual puzzle clue. Above you, there's a Blowpipe puzzle directly opposite the entrance you just came in. You have nine holes, and each time you strike a hole with a Dart, the hole glows. The holes above the door glow the color of the visual puzzle clue, such as "T" glowing yellow for the first puzzle. To open the gate below each Blowpipe puzzle, you must know the secret pattern. As you probably guessed, form a "T" in the puzzle above this archway to gain access to a new area.



Kill the Mummy Worm, and then find a way to lift the Slim Burble gate.

You have two ledge areas out here. The one to your left holds a Mummy Worm that lobs annoying fireballs at your head. To your right, monkey bars follow the contour of the building to a new ledge. Use the two snakehead platforms to jump behind the Mummy Worm and cut it down. A gate here blocks the Slim Burble warren, so make a mental note to return later once the gate is open.



Knock the Alert Spider off the monkey bars and swing over to the second ledge.

Now you want the monkey bars. Problem is, an Alert Spider skitters back and forth, ready to spear you with its sharp legs. A dart from your Blowpipe knocks the spider off the bar, so you can swing over to the new ledge.



On the other side of the "reinforced" door lies the second clue.

URUK ISLANDS



Enter the small room and examine the door to your right. It appears solid, but it's meant to be broken. Strike the lock with your sword and check out the second visual puzzle clue in the shape of an "H." Deal with the single Smiling Burble here.

Retreat to the central hub again and turn left. Line up for a shot at the puzzle above the girl's prison area. Fire off an "H" pattern and the gate opens.

Enter the "jail" area only to discover the "prisoners" are Skull Swordsmen in disguise.



Enter and chat with the girl. She "rewards" you by revealing her true form. The maiden and her two brothers are actually two Skull Swordsmen in disguise. Don't hesitate to cut them to ribbons. They plan on doing the same to you.



Defeating the Green Giant Worm earns you the Bouncing Darts.

Turn your attention to the Green Giant Worm in the center of the room. After it drops, break open the statue that appears and you gain the Bouncing Darts. You may want to cut the rope behind the Green Giant Worm now that it's vanquished.

The third rope stretches taut in front of the dead Green Giant Worm. Cut this and the whole visual clue shows up etched into the back wall—a square.

Out of all the darts in the game, the bouncing ones are the most fun. It's like they're made of rubber—they zing around at hyper-speed, rebounding off walls and obstacles.



Bounce your new darts around the gate and strike the green target.

In this room, they do serve a purpose. On the left side of the room, a steel gate keeps you from shooting a circular target. However, a vertical strip off to either side has no gate protection. Stick your Blowpipe in here and trigger off a bunch of Bouncing Darts until one ricochets and strikes the target. This lowers a rope to reach the upper ledge.



Climb the rope and slash the first rope.

Climb the rope and slash the first rope. A huge section of wall on the far side of the chamber slides into the lava pool.



Part of the giant visual clue for the next area has been revealed. Cut the last two ropes to see the whole clue.

Pull the iron rings to slide out three stone blocks. Leap up each one to slash at the second rope.



Cross to the right side of the room and pull the three iron rings in the wall. Three stone blocks slide out, but only for a short time. After about five seconds, they slide back into the wall. While you have them fully extended, jump up to the higher ledge and slash the second rope.



Another visual clue helps you through the dungeon.

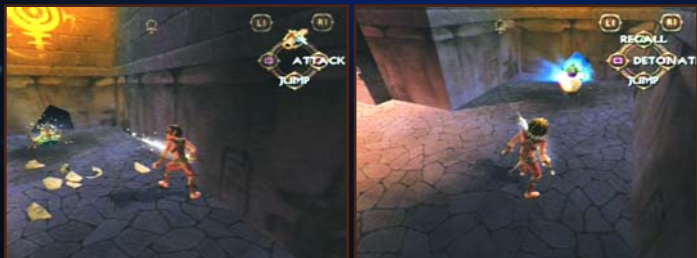


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The lever in this room opens up the Slim Burble nest, where you can capture hordes of the explosive fellas.



Walk down the little pathway to the left and cross over the lava with two jumps to the corner ledge. Pull the lever there to open the gate in front of the Slim Burble nest.

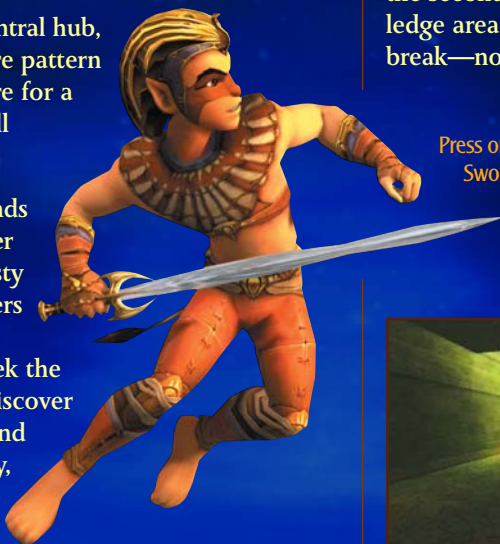
Retrace your steps to the Slim Burble area. Pull out a Capture Beetle and, when the Slim Burble emerges from its small hole, run the beetle into the Burble for a successful capture. Do this repeatedly, until you have at least half a dozen in stock.



Enter the last room and battle the Crabhands.

When you return to the central hub, turn right and fire off the square pattern to enter the last section. Prepare for a fight as a Crabhands and a Skull Swordsman guard this area.

After you send the Crabhands and Skull Swordsman to a better life than sitting around in a dusty chamber waiting for adventurers to show up every thousand years, walk to the left and seek the cracked pillar. You have to discover a way to knock it down and gain the upper ledges. Hey, didn't we just capture a bunch of Slim Bubbles?



Blow up the cracked pillar with a captured Slim Burble.

Release one of the Bubbles and guide it into the pillar. The Slim Burble appears, shakes a little, then explodes big-time. The pillar crashes down and forms a slanted bridge up to the higher ledge.



Run up the pillar and fight two Skull Swordsmen on the first ledge. They come at you from two different directions, so don't get so wrapped up with one that you leave your back exposed for the other. Knock one backward with a flurry of blows, then swing around and press the advantage on the second swordsman.



Defeat the swordsmen and blow up another pillar.

With the swordsmen defeated, use another Slim Burble on the second cracked pillar and create a bridge to the next ledge area. You get a break—no monsters here.



Press on and fight more Skull Swordsmen before pulling the last lever.





Blow up another pillar and attack the Skull Swordsman in the following area. When you no longer have a blade whizzing by your head, pull the nearby lever. This opens the sliding panel in front of the last Blowpipe puzzle in the main hub.

Destroy the last pillar and head up to the final ledge. Stand on the pressure-plate in front of a cracked section of wall. This extends a platform out so someone—or something—can reach the crack. Send a faithful Slim Burble out and crash it into this cracked wall.



Remove the cracked wall to see the last visual clue.

Boom! The wall crumbles and sunlight streams in. The light column shines down on the floor and reveals the last visual clue: a cross with the hole in the center missing (four markings in total).



Shoot off the last puzzle answer and retrieve the Gold Glyph Key.

Head back into the central hub. The new Blowpipe puzzle stands above the original entrance. Shoot the correct pattern and walk over and pick up the Gold Glyph Key. A cutscene triggers with Set giving the Geb Queen precise instructions—she can have the Sacred Crown of Uruk, but if she fails, her punishment will be most severe.

The Geb Queen promises Set success.



The Geb Queen



The Urukite Chief instructs you on the use of the Ka Ankhs.

The Urukite Chief can't believe you made it through the challenges. He's happy for you, though, and explains how to use the Ka Ankhs (you're an expert by now, though). Insert the Gold Glyph Key into the stand and activate the Ka Ankh Firing Points. Stand on the pad (facing away from the doorway) and shoot the Ka Ankh all the way to the right.



On the right island, beat up the Skull Swordsman.

A Skull Swordsman and Nose Needler attack immediately. Leap off the Ka Ankh pad and cut into one of them. Show no

mercy as you smash it back into the wall and out of the game. Do the same for the other.

Search around the right side and spot a statue on a far platform. With a Dart, aim up and strike the green target overhead. This creates two levitation discs, so you can cross to the statue. The levitation discs don't last long, so shoot the green target several times to bring the statue up to the main area. Beat back the Tree Creature to gain some space to maneuver the statue out of there.



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Hit the target to create levitation discs. Use the discs to gather the statue that goes on the pressure-plate.



Carry the statue over to the pressure-plate on the opposite side. Drop it on top and the nearby doors stay open. Rush through the doors and open the treasure chest. Two Spike Spiders will try and attach themselves to you. Don't let them.



Take the Gold Key to the left island where it opens the Geb Queen stronghold.

You've gained a Gold Key, the key necessary to access the Geb Queen herself. Now you just have to find her.

From the Ka Ankh, look over and spot the glowing Ankh on the second island. Aim and fire. You zap over to the last island. A Skeletal Axeman and a Skull Worshipper patrol this area. They're on top of things.



The only thing stopping you from a meeting with the Geb Queen is a Skeletal Axeman and Skull Worshipper.

Smash the skeleton and worshipper with a series of relentless attacks. Walk over to the locked door and pull out your Gold Key. Plug it in and enter.

The Geb Queen is a formidable foe.

At last, you meet the Geb Queen. She's none too happy that you've interrupted her special ceremony. In fact, the Queen's so unhappy she's decided to dispatch you herself.

And she can do it. The Geb Queen has a multitude of attacks. First, she can spit out an acidic green liquid that sticks on the floor for half a minute and burns at the touch.

The Geb Queen's frog-transformation projectile can actually come in handy.



Second, she shoots out a bizarre projectile that transforms you into a Small Frog. Hop away from her immediately if this happens. One or two shots in this form and you're paste. The projectile wears off in about 10–15 seconds, and then you're back in Sphinx fighting form.

Perhaps her nastiest attack is her blade spin. Twirling like a top, the Geb Queen attacks like a whirlwind and cuts down any resistance in her path. Retreat in the face of these attacks, until you can figure out a way to score a bunch of hits and finally bring her down.

The strategy is to use her own weapon against her. When she shoots the Small Frog projectile, let it hit you. While in frog form, jump up on the top platform and hop over the pressure-plates to release the two Spike Spiders up there. Apparently, they don't like being cooped up in their cages and have it in for the Geb Queen. They will drop down to the battlefield and start attacking the Queen. When they do, her shield drops and you can damage her.

During the fight, two Skull Swordsmen will also join in. They, however, will defend the Queen and attack the spiders. Kill them often to gain Health Ankhs and to ensure they aren't around when you summon the spiders down. Continue until you pile up enough damage to end her arrogant ways.

With the Geb Queen down, jump up the two recently formed levitation discs and collect the Sacred Crown of Uruk. A cutscene transports you back to Heliopolis and gives you another permanent Gold Ankh boost to your life total. Either hoof it or use the Anubis Amulet to go visit your friendly neighborhood god.

URUK ISLANDS



Return the Sacred Crown of Uruk to Anubis and he fills you in on the history between Set and Osiris.

Give Anubis the Sacred Crown of Uruk and he explains some of the history of the land. Basically, Set and Osiris were opposites, dark and light, until Set pulled a fast one and sucked energy away from Osiris. Now he holds the power, and with Osiris weakening, Set plans on killing the god of light and plunging the universe into eternal darkness. Hopefully that doesn't sit well with you, because Osiris and Anubis have tapped you to stop the whole thing.

In exchange for the crown, Anubis hands over three Curse Stones for the Abydosian woman, Guards, and the Pharaoh. Zip back to the Cursed Palace to free each of them.



In exchange for helping the Abydosian woman and her pets, you gain a precious Canopic Vase.

Start with the Abydosian woman. She's the last one left in the side rooms—she's the only remaining statue on the Palace's left side. When you free her, she gives you a short mission to retrieve her three Chihuahuas. Run around the Cursed Palace and grab the three Chihuahuas with your Capture Beetles. Do so and she hands over a Canopic Vase that takes you to the Mummy. The Pharaoh has to wait a little while longer.

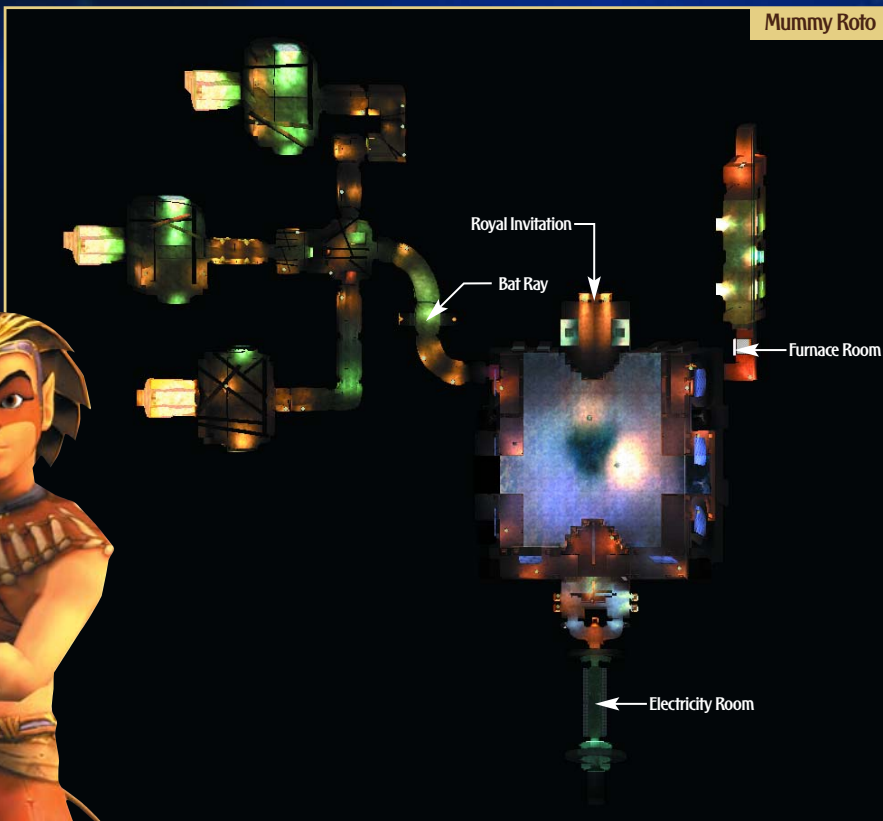


PHARAOH'S CURSE

Set wants the last of the Sacred Crowns, and even if he managed to only get this one, it will spell the end of all you know. As the Mummy braves the dungeons of the Castle of Uruk for an invitation to the Cursed Palace throne room, Sphinx prepares for an unexpected and unbelievably important battle. You don't want to lose this one.



Batting a Thousand



You start in the dungeon with a guest. Menes has dumped Khensu the Urukite in a cage next to you, and he's more frightened of you than Menes. When he finally leaves, head into the other room to nab the Cage Key. Open Khensu's cage with the key, and he gradually understands that you mean him no harm. Follow him to the secret passage and enter the castle again.



You'll visit the electricity room many times, but first you must pull the main switch to allow access to the first node.



Free the Urukite, and he leads you to a secret passage.



PHARAOH'S CURSE



In the first room, you get zapped by the lightning machine. Run through the far side and around to the right. You see an open space with a ladder descending. Jump off the open area with the ladder, or the hole on the other side, and land on the floor below. Pull the switch on the back wall in the water. This raises three stone platforms so you can reach the first node across the water.



Whenever you need electricity, use the ladder.

Re-energize with another lightning boost and return to the first node. Your time is limited. Not only does your Electric Mummy ability wind down quickly, but the stone platforms leading to the first node give you around 30 seconds to complete the whole task. Before your power runs out, or the stone platforms sink into the water, jump across and juice up the first electrical node. You want to get to the other two nodes. However, you have to visit the sewer and water jet areas first.



Change into a bat to navigate the sewers, but watch out for the energy rays that knock you back into mummy form.

In the main hub, exit in the far left to reach the sewers. Look for the treasure chest in the middle of the corridor. It's a trap, of course, but one that you welcome. Open the chest to grab the fifth Stolen Abydos Jewel and get hit by the bat-transformation ray. You fly as a bat through the sewer maze to shut off the water supply to the main hub.



Fly into the stone pressure-plates on the wall to open small gates only a bat could fit through.

Fly straight and get some altitude so you can sail over the glowing yellow energy beams. If you touch one of those beams, it instantly knocks you back into mummy form and you must start over. At the end of the passages, fly to the top of the wall and press the pressure-plate to shut off the water supply to the first jet in the main hub.



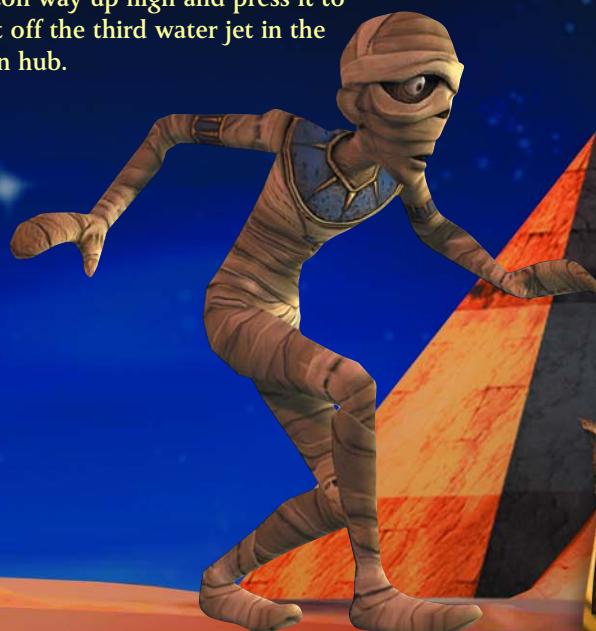
The second water shutoff lies to your left.

Return to the bat ray, get transformed, and fly down the left corridor this time. Fly your nose into the pressure-plate on the wall, but watch carefully. The big lower gate does not open; this is for the mummy's human-sized form when he returns. The gate up top opens, though; use it to slip through and shut off the next jet.



The final water shut off is the longest and takes you through two separate gates.

Juiced up again, fly to the right and search for the final shutoff button. You barely have enough time to complete this journey, because it takes you past two sets of locked gates. Nudge each wall button and fly through the upper gate to close in on your target. Finally, flap up to the last button way up high and press it to shut off the third water jet in the main hub.



Fire and Water

Collect the fire ability in front of the water trap.



Run across the main hub and through the corridor on the other side. This holds the furnace room for future fire abilities, but first you need to alter the water trap in the next room.



Flick the switches until you make a path that your Fire Mummy can ride through the water jets.

Jump down and flick all three levers to aim the water jets in a uniform direction. For example, you may want to have the top three jets fire water, while the bottom one in each section stays dry. This helps your mummy cross to the other side without getting wet.



Burn the gate and pull the lever to raise the sunken ledge in the main area.



Return to the furnace room and collect the fire ability. Time it so your jump lands on the descending ladder and scoot down to the bottom (without falling off). Ride the ladder under the water jets and drop off when you reach solid ground on the far side.

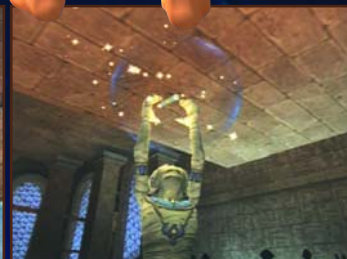
Destroy the fence guarding the lever and pull it. This raises the sunken ledge back in main hub so you can cross it without touching water. Scattered around the outer platforms of the main hub room are several Onyx Scarabs wooden pyramids, which you can collect with the help of the fire ability.



Electrify the three nodes so you can use the pulley system above.

Back in the main hub, head to the back of the room (below the exit platform) and pull the special lever there. It raises a new set of stone blocks that you can use to reach the second electricity node. Gain the electric ability, and then leap onto the stones to activate the second node.

Pull the lever again to switch platforms to the third node. Electrify and activate the third and final node. The pulley system overhead turns on.



Drop off at the far-side platform and gain the Royal Invitation.

Return to the top ledge and grab one of the wooden bars as it circles by. Ride it to the far exit ledge and drop off. Open the chest and gain the Royal Invitation, so Sphinx can reach the Pharaoh. With another job well done, the Mummy passes out from exertion.



PHARAOH'S CURSE



Audience with the Pharaoh



Release the guards from their stone prison. They let you pass because you have the Royal Invitation.

With Sphinx active again, bring your Curse Stone for the guards to the main hallway. Plug the stone in at the end, free the guards, and show them your new Royal Invitation. They let you pass into the Pharaoh's main audience chamber beyond.



The one thing you did not expect was for the Pharaoh to take off with the Sacred Crown.

At the throne, place the pink stone to free the Pharaoh from his rocky prison. He won't be happy. Quite the contrary, he wants nothing to do with you or Anubis. He wants the crown for himself and flees to protect it.

You really didn't expect the Pharaoh to mutate into a giant killer either.



Follow him through the door and down the rope escape route. At the bottom, wind through the cave until you reach a bigger chamber. You fight the Pharaoh here, but only after he transforms into this giant mutation that looks 100 times stronger than you.



Weaken the Pharaoh with thrown rocks so you can damage him with your blade.

Do not close on the Pharaoh. He has a long reach, and if he grabs you, it's all over—he'll crush, shake and throw you for a ton of damage. If he doesn't get you that way, he can use a flamethrower attack from his clasped hands or shake the rocks loose from the ceiling that can slam into you.

Beat the Pharaoh and seize the Sacred Crown of Heliopolis.



These rocks can save you though. Grab one, and when the Pharaoh is upon you, throw it into his chest. This stuns him to his knees, where you can use two or three acid darts. That should end the fight.

During the brawl, three Spike Spiders get loose. They are annoying, because they attack only you. Try to smash them with a couple of swings as you put distance between you and the Pharaoh. You don't need them attaching to you as you fight the big boy.

After the Pharaoh falls, you gain the Sacred Crown of Heliopolis. You also get another bonus—a Gold Ankh that increases your life total permanently by an Ankh. Anubis and Osiris now plan their final battle against Set.



EYE OF RA

It's Tutankhamen's last mission. The Urukites tell the Mummy all about Set's greatest weapon—the castle's deadly ray. They know how to stop it, but are too weak to do so. They call you a hero, a savior, and ask that you take Set down in his own fortress. The whole thing kind of makes a weird sense—you're already dead so who better to agree to a suicide mission?



Smoke and Mirrors

The Urukites free the Mummy so that he can mess up the works for Set.



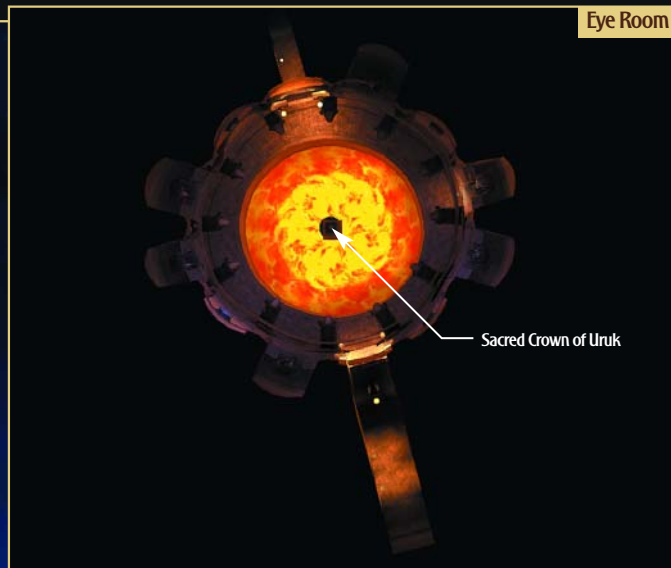
Tutankhamen awakes to three Urukites surrounding him. Chief Sobek and his men have brought the Mummy the last Canopic Vase to fuel him up with. They ask the Mummy for help in destroying Set's deadly ray before it's too late. You've helped out to this point, so why not go for the full monty.



Pull the first lever to raise the submerged platform.



Eye Intro



Eye Room

Follow the Urukites into the castle dungeon. After they leave you, turn right and go into the water room. Drop down into the water and pull the lever in the corner of the room. This temporarily raises the submerged platform behind you so you can reach the furnace room.



Gain the fire ability to burn the column supports.





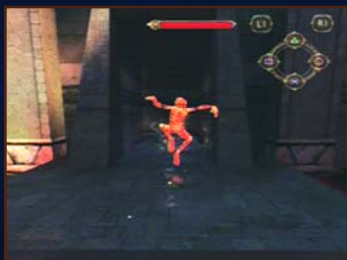
Run down the corridor and open the chest in the next room. You gain the sixth Stolen Abydos Jewel and trigger the furnace to blast you with fire. Now on fire, return to the water room before the platform sinks back underwater. Jump across to the columns on the left and burn all three wooden supports to the ground.



Climb the block, skirt the ledge, and torch the crates.

Ignite yourself again, then climb the blocks, which you can reach with the wooden supports gone. Atop the high platform, go past the entrance, then

sneak past the water trap. If you run out of fire or get doused, head back to the furnace room. You need to be on fire when you reach the crates in the corner. Burn them down so you can move past that area in the future.



Head to the next corridor and avoid the laser beams.

Return to the entrance and walk down the corridor to the lava room, collecting Onyx Scarabs from their wooden pyramids as you go. Cross to the opposite side (with the fire ability or you'll die) and jump on the pressure-plate there. This opens the door farther down the corridor. Head down the corridor and avoid the laser beams. If a beam touches you, it slams the door closed at the end. Keep trying till you get it right.

Pull the new lever to raise a scattering of small platforms in the lava room. Now, at least, you have a chance to cross the room without being on fire.



Pull the lever to raise new platforms in the lava room.

In the lever room, take the ladder up and run down the corridor with the new set of laser beams. These beams activate the lightning machine that gives you the electric ability. You want this for your next task.



Climb the ladder to reach the electricity room.

This next part is difficult. You have to jump down from the ledge and land on one of the small platforms out in the lava. Miss and you're toast. Land on a platform, then turn around and jump the last few to reach the electricity node under the ledge. A bridge connects above you, so now there's a path from the lightning machine to a new area of the dungeon.



Leap down to the platforms and pull the lever to release the stone bridge.

Juice up again in the electricity room and return to the water room. Sneak along the wall to the ledge past where you burned the crates. Continue to sneak along the wall to the next section and drop down on the platform below.

Head down the corridor, up the slope and to the electric node at the end. This turns on a large fan, which you need later as the Paper-Thin Mummy.



Find the node and electrify it to turn on the giant fan.



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Retrace your steps to the electricity room and trigger the lightning blast. Follow the bridge to the new dungeon section and run past the smashers. When you hit the metal grill on the floor, turn around and look off the bridge for a platform below. Drop down.

Jump across the boxes in the water to reach the electricity node at the other side of the pool. Spark it up to activate another giant fan in the next room.



Avoid the smashers and drop down to activate another electricity node.

Climb up the ladder to your left (enclosed in a grated box) and pull the lever at the top. A metal floor slides over the grill at the opposite side of the room. Let the smashers slam you into a Paper-Thin Mummy and run across the now-covered floor grill.



Pull the lever so the Paper-Thin Mummy can cross the floor grills.

Next, run off the ledge and seemingly jump to your death. You won't fall. The giant fan below blows your thin body wherever you want. Steer toward the right ledge.



Float across the giant fan, but you still can't pass the spike trap.

Halfway down the next corridor, look down the left passage. You can see the exit, but a spike trap prevents you from getting there. You need to gain an ability you've never had before to beat that trap.



Pull the switch that activates the smoke bomb.



Continue past the spike trap and into the next room. Jump out into space and let the fan blow you over to the left ledge. Go down that corridor and pull the lever near the grilled fence.

A timer starts on a bomb that turns your mummy body into smoke.



In smoke form, bypass the spike trap and gain the Eye of Ra room.



To gain the smoke ability, run back out of the corridor and use the left platform to reach the next corridor. Hustle down this corridor and into the bomb room. If you don't stand near the bomb before the countdown ends, you won't transform into the Smoke Mummy. So get close.

NOTE There should be enough time left on the Paper-Thin Mummy, after pulling the lever, to use the giant fan to access the smoke bomb hallway.

As the Smoke Mummy, go straight to the original passage and back to the spikes. Float through them and take the exit to the Eye of Ra area.



The Eye



The puzzle in this room requires three mummies, three levers, and many platforms.

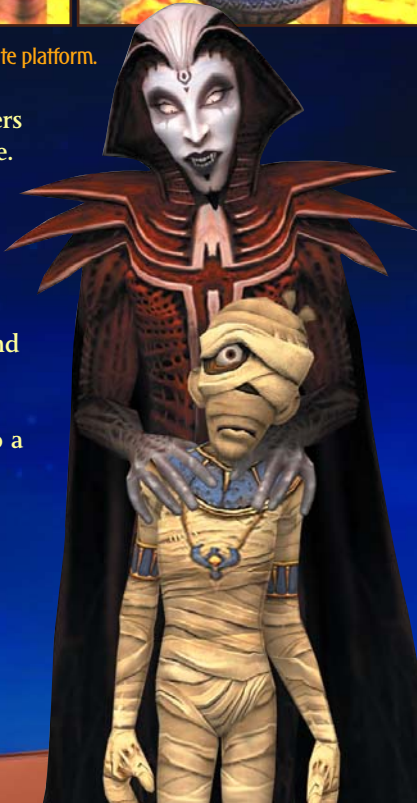
You start in a room with a chest. Visit the save statue on the wall before you attempt this last section. You may want to repeat the experience if things don't go your way.

The chest looks good, so head on over there. You won't make it. Instead, a trapdoor opens and drops you into a chute with giant blades. These blades cut you into three separate mummies. You need all the help you can get in the Eye of Ra room.



Each mummy jumps on a separate platform.

Notice the three levers around the circular ledge. To shut off the Eye of Ra ray at the room's center, and to gain the Sacred Crown of Uruk, you need to send a mummy to each lever and pull the switch. These switches raise platforms. Jump each mummy onto a platform.



Repeat the jumps on the second and third sets of spinning platforms.

When all three mummies are on platforms, a new ring (closer to the center) appears and rotates around the crown. Leap each mummy onto the inner platforms. If you miss, you have to start the area all over again.

When you reach the second set, a third set of platforms appears next to the crown's central pedestal. Jump each mummy carefully onto a platform.



Just when you shut down the ray, Set shows up.

With all three mummies circling the crown, take control of any mummy and jump him to the center. Tutankhamen automatically grabs the crown.



Tutankhamen is no match for Set's power.

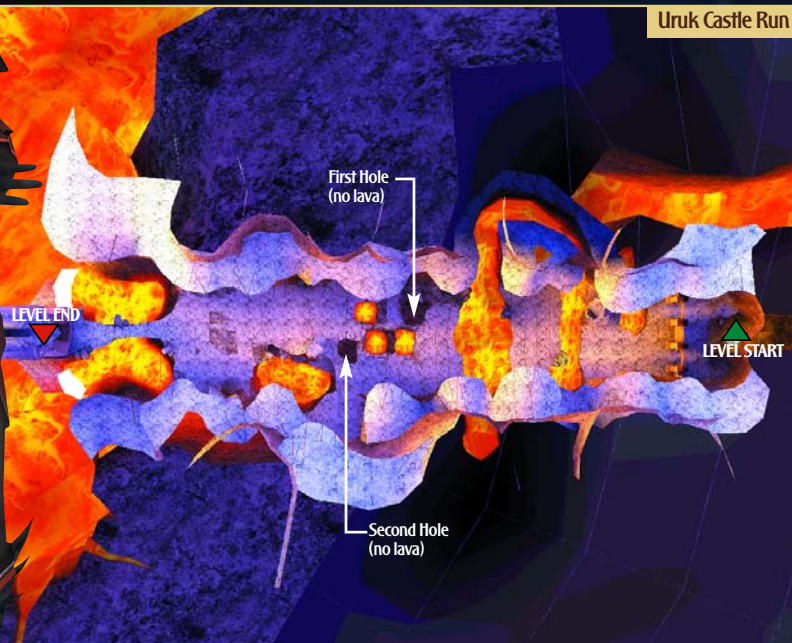
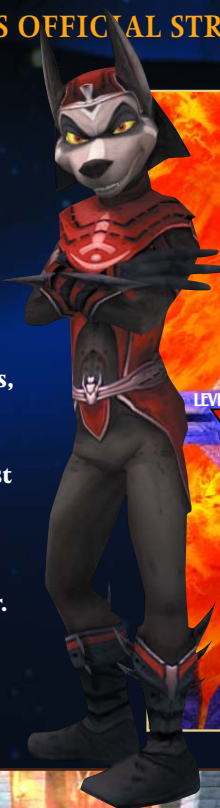
You've shut down the ray, at least temporarily. Though Tut succeeds in stealing the crown for Sphinx, Set shows up to put a stop to Tut's interference. He fires a blast that paralyzes the Mummy, then Menes restarts the ray without the crown. As Set takes his leave to conclude his final plans, he tells Menes that even without the crown, the power they have is enough to doom the foolish heroes trying to thwart them.



SET

It's all come down to this. Anubis and Osiris, weakened by the continuous attacks against Heliopolis, send you to fight in the ultimate battle—you must defeat Set one-on-one! First, you must figure a way past the deadly Eye of Ra defense. Then, you must dodge Set's robotic minions as you tackle the god. Put on your game face, it's now or never.

Eye Spy



Uruk Castle Run

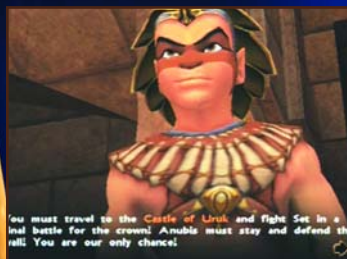


Anubis summons Osiris to speak with you.



The Mummy has passed the last crown to you, so it's your duty to get it to Anubis. Take the shortcut via the Portal God and head to Anubis' Tower. When you give him the crown, Anubis summons Osiris to fill you in.

As you may have guessed, you are the true champion. Weakened by recent events, Osiris must stay behind, and Anubis must guard the tower from Set's attacks. That leaves just you and a showdown with Set.



Osiris chooses you as the champion to face Set, despite Anubis' reservations.



After Osiris dispatches you to Uruk, climb the ladder in front of you and save at the statue up top. At the end of the plateau, one of Set's towers guards the area with a deadly laser beam. Stand out in the open too long and it zaps you, removing health and putting you back at the start of the area.



Climb the ladder and face Set's deadly tower.



Head around the wall to the open plateau on the other side. Before the tower can lock on you, run to the rock outcropping on the right side, and hide there till the laser dies down. Either dodge behind rocks or hang off ledges to avoid the beam.



Hide behind the rocks or get scorched.



Make a break for the next section. Leap and grab the far ledge so you dangle with two handholds. Wait for the laser to calm down, then jump up onto the next section.





Hang off the ledges to avoid the laser eye.

Your next obstacle is the teetering rock in the middle of the lava stream. Jump on the teetering rock and wait for it to totter toward the far ledge. When it looks like it's going to dump you, leap up and land on the solid ground on the other side.



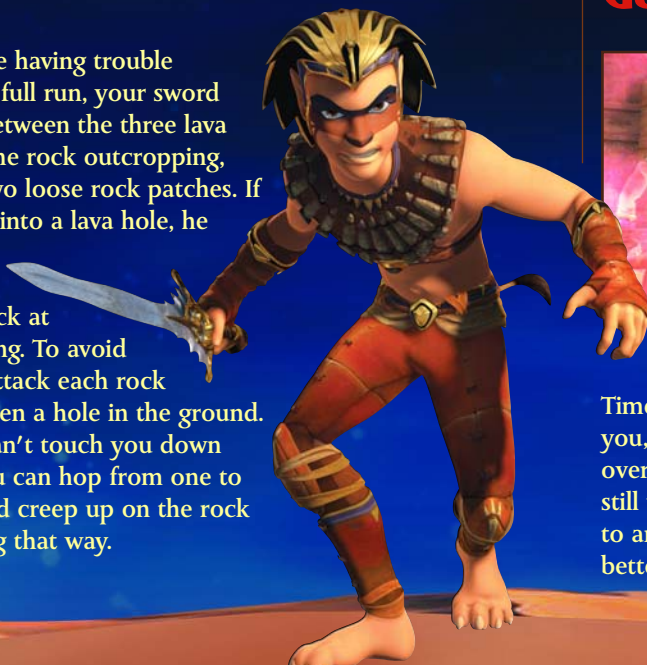
Jump past the teetering lava rocks.

Hustle toward the rock outcropping in front of the laser tower. If you delay for even a moment, the tower has a shot at you. Run as soon as you get your legs under you.



Use the rock formation close to the tower to hide, or drop down into the shattered hole.

If you're having trouble making the full run, your sword can help. Between the three lava holes and the rock outcropping, there are two loose rock patches. If Spawn falls into a lava hole, he will lose health and respawn back at the beginning. To avoid this, Slam attack each rock patch to open a hole in the ground. The laser can't touch you down here, so you can hop from one to the next and creep up on the rock outcropping that way.



Detonate a Slim Burble against the cracked column to use it as shelter.

Look to your right at the outcropping and notice the cracked column against the wall. Send a captured Slim Burble over to the column and detonate it so the column comes crashing down. Use the downed column as a shield to get closer. If you don't have one, drop down to your left to find a hidden Burble warren.



Run from the last column to the safety under the tower.

Repeat the process for the next cracked column. From the safety of that column, make a break for the laser tower. When you get underneath it, you can't be shot at any longer. Hitch a ride on the teleportation circle at the tower's base and you've found Set.

Game, Set, and Match



You must fight Set, even in his godly form.

Time to lay it all out. Set challenges you, and you need all your skills to overcome the god. Don't stand still unless you absolutely have to and you'll have a much better chance.



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Dodge Set's flamethrower attack and his killer robots.

Set's weapons are many. He can hit you directly with his flamethrower attack. The flames jet out from his hands and spray the battlefield, but you can avoid them somewhat. Run along the outer rim and try to keep his flames on either side of you; run too slowly in either direction and you'll get more than singed.

Set sends some killer robots at you to distract and dismember you if possible. Don't bother slashing at them. Just keep dodging as you get in position to take on Set. He'll also fire out balls of lava, which splatter into hazardous puddles you should avoid at all costs. He also throws explosive balls just like the Akarian Ishka Boss.



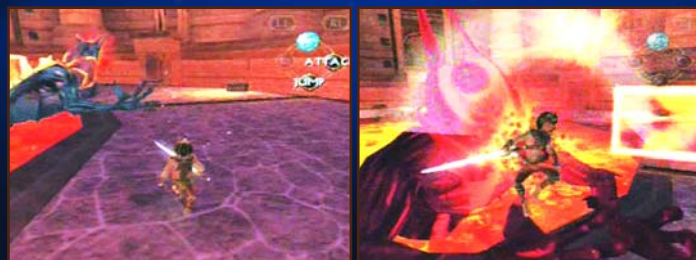
To avoid damage, leave the robots far behind and jump the energy walls.

Slash Set in the head five or six times to bring him down. To get in close, run along the circular platform to reach Set's front when he reaches down to send the energy walls at you. You'll know when he's about to perform this attack, as fences temporarily raise that are too high for you to jump. The energy walls start out as a low, flat obstacle that you can hop over. The second version staggers one low wall, then one high wall, then one low wall, etc. The third incarnation is a bunch of tall walls with certain sections removed; leap through these empty sections to avoid the damage. The fourth wall form is a square that eats up a large area that you can't jump over. Instead, hop up on one of the small circular platforms that dot the battlefield.



Hit Set in the head to inflict wounds.

If you can avoid enough energy walls, you can reach Set while he's down low. Swing for his head and try to slash the red energy bubbles on his forehead. You can get only a single whack in each time as he retreats to the middle of the lava pool.



Close on Set again to defeat him.

Set throws some more walls at you. If you make it through all the wall variations, he sends them at you again, and they rotate faster the next time around. Continue to dodge the robots and Set's flamethrower and missile attacks, and get in close to swing at Set each lap around.



Upon Set's defeat, most of the cast comes together for the first time.

Eventually, you beat him. He falls but isn't entirely defeated. Imhotep, Bas-Ket, and the Mummy

show up to congratulate you, and the wizard explains that Set is part of the balance of the universe—there must be darkness to have light. Osiris merges with Set and the world is safe for now.

Unfortunately, Tutankhamen isn't. Imhotep brings him the last Canopic Vase to restore him to human form, but the Mummy trips and breaks it. Imhotep consoles him and promises to help. There may be more adventures for your team yet.



MONSTER CHECKLIST



Name	Location*	Attack Rating	Defense Rating	Buy Price	Sell Price
 Almost-A-Bull	Lost Temple of Heliopolis	3	2	N/A	15
 Big Bull	Uruk Canyons	5	5	N/A	30
 Blade Scorpion	Various	1	1	N/A	10
 Chihuahua**	Cursed Palace	1	1	N/A	N/A
 Cobra	Various	2	1	N/A	10
 Crabhands	Various	3	3	N/A	12
 Cyclops	Various	3	3	N/A	15
 Dark Worshipper	Lost Temple of Heliopolis	4	5	N/A	25
 Electric Armadillo	Uruk Canyons	3	3	N/A	10
 Exo-Piranha***	Abydos	3	2	N/A	N/A
 Featherless Turkey	Abydos	1	1	700	120
 Fire Armadillo	Various	3	3	N/A	10
 Goofy Lizard**	Abydos	1	1	N/A	N/A
 Green Giant Worm	Various	3	3	N/A	18
 Half Brute	Various	5	4	N/A	15
 Knives Cat	Various	4	5	N/A	15
 Mummy Bird	Abydos	2	2	300	50
 Mummy Chihuahua	Great Wall Entrance II	4	2	N/A	20
 Mummy Worm	Various	2	2	N/A	18
 Nose Needler	Various	3	3	N/A	15
 Piranha***	Abydos	2	2	N/A	N/A

Name	Location*	Attack Rating	Defense Rating	Buy Price	Sell Price
 Rat	Abydos	2	1	100	30
 Sharpbeak	Various	4	5	N/A	15
 Shell Critter	Abydos	1	5	360	60
 Shuttlecock Bird	Abydos	2	1	900	200
 Skeletal Axeman	Uruk Islands	3	2	N/A	12
 Skeletal Spider	Great Wall Entrance III	2	2	N/A	25
 Skull Swordsman	Uruk Islands	4	5	N/A	12
 Skull Worshipper	Great Wall Entrance II	4	4	N/A	18
 Slim Burble	Various	2	1	N/A	10
 Small Frog	Abydos	1	4	70	25
 Smiling Burble	Uruk Canyons & Islands	3	3	N/A	20
 Spike Spider	Various	3	2	N/A	10
 Sunflower	Uruk Canyons	3	3	N/A	40
 Tree Creature	Uruk Canyons	3	3	N/A	25
 Wasp Spider	Great Wall Entrance I	2	2	N/A	18

*If the location is listed as Various, it appears in a number of different places throughout the game. If it has been given a specific location, this is the main place (and sometimes only place) that these monsters can be found to respawn.

**The Goofy Lizard can only be obtained by trading all four Game Medals for it with the Abydosian man you find outside Tefnut's Target Tavern in the Narrow Canal area of Abydos.

***The Piranha and Exo-Piranha can only be obtained in the Narrow Canal and don't respawn. If you kill them all, you'll be presented with one of each by the Abydosian guard who rewards you with the Heliopolis Amulet.

+The six animals sold in Montu's Monster Shop can't be captured throughout the game, so they must be bought from here if you want to donate them to the museum. Rats however can be seen in the Abydos Council Chambers, but can't be captured as they are running around in water.

++Chihuahuas can be captured, but Montu isn't interested in buying them for his monster shop in Abydos.



QUEST ITEMS

Quest Item	Game Location	Total Number	Quest Item	Game Location	Total Number
 Abydos Amulet	Luxor Pyramid	1	 Hunter Certificate	Abydos Musuem	4
 Abydos Pass Card	South Beach	1	 Loyalty Card	Bedouin Outpost	1
 Abydosian Pearls	Abydos	3	 Medicine Bag	Castle of Uruk	1
 Anubis Amulet	Sun Shrine Temple	1	 Monster List	Bedouin Outpost	3
 Atun Eye	Heliopolis	Many	 Mysterious Amulet	Uruk	1
 Atun Statue	Castle of Uruk	1	 Obelisk Gate Key	South Desert	1
 Bas-Ket	Sun Shrine Temple	1	 Old Key	Abydos Sewer	1
 Beetle Breeding Jar	Heliopolis Point	1	 Parasol	Abydos Museum	1
 Blue Diamond	Abydos	1	 Physician's Note	Abydos Council Chambers	1
 Book of the Dead	Cursed Palace	1	 Rosetta Stone Piece	Lost Temple of Heliopolis	6
 Bronze Ankh Piece	Heliopolis	1	 Rosetta Stone	Bedouin Outpost	1
 Canopic Vase	Various	6	 Royal Invitation	Castle of Uruk	1
 Cave Door Key	Heliopolis Point	1	 Sacred Crown of Abydos	Abydos Council Chambers	1
 Coconut	Uruk	3	 Sacred Crown of Heliopolis	Cursed Palace	1
 Curse Stone	Anubis Tower	7	 Sacred Crown of Set	Castle of Uruk	1
 Dark Stone of Invisibility	Heliopolis	1	 Sacred Crown of Uruk	Uruk Islands	1
 Eagle Stone	Heliopolis	1	 Silver Ankh Piece	Heliopolis	2
 Game Medal	Abydos	4	 Skeletal Arm	Lost Temple of Heliopolis	1
 Glyph Key	Various	Many	 Skeletal Leg	Lost Temple of Heliopolis	1
 Gold Ankh Piece	Various	20	 Skeletal Pelvis	Lost Temple of Heliopolis	1
 Gold Key	Uruk Islands	1	 Skeletal Skull	Lost Temple of Heliopolis	1
 Hathor Statue	Bedouin Outpost	1	 South Desert Key	Cursed Palace	1
 Healing Herb	Abydos (Various)	5	 Stairs Key	Abydos	1
 Heliopolis Amulet	Abydos	1	 Stolen Abydos Jewel	Castle of Uruk	6
			 Zip Line Handle	Abydos Museum	1

ABILITY ITEMS



Ability Item

Sphinx Power

	Acid Dart	Blowpipe ammunition that dissolves certain heavy metal chains.
	Beetle Pouch	Holds up to 20 Capture Beetles.
	Beetle Satchel	Holds up to 50 Capture Beetles.
	Blade of Osiris	Sphinx's main weapon.
	Blowpipe	Fires magical darts at remote targets and enemies.
	Bouncing Dart	Blowpipe ammunition that can hit targets indirectly.
	Capture Beetle	Used to capture monsters to be held in your inventory.
	Crocodile Scales	Enables you to swim faster underwater.
	Dart Belt	Holds up to 50 darts of each type.
	Gold Scarab	Standard game currency used to purchase items.
	Hands of Amun	Imbues Sphinx with the strength to push extremely heavy objects.
	Ice Dart	Blowpipe ammunition that freezes certain enemies solid.
	Large Scarab Bag	Allows Sphinx to carry up to 900 Gold Scarabs.
	Onyx Scarab	Rare currency found in the Castle of Uruk.
	Scarab Bag	Allows Sphinx to carry up to 400 Gold Scarabs.
	Shield of Osiris	Protects Sphinx from various energy attacks.
	Standard Dart	Normal ammunition for Blowpipe.
	Underwater Projectile	Used to hit underwater targets.
	Wings of Ibis	Provides Sphinx with the somersault ability.



MUMMY AND TUT ITEMS

Mummy Item

Total Number

	Atun Statue	1
	Cage Key	1
	Courtyard Key	1
	Dark Stone of Invisibility	1
	Earth Key	1
	Exit Key	1
	Glyph Key	3
	Lunar Key	1
	Medicine Bag	1

Mummy Item

Total Number

	Nefertiti's Letter	1
	Old Amulet	8
	Onyx Scarab	480
	Royal Invitation	1
	Sarcophagus Key	1
	Solar Key	1
	Treasure Room Key	1
	Wardrobe Key	1
	Wings of Ibis	1

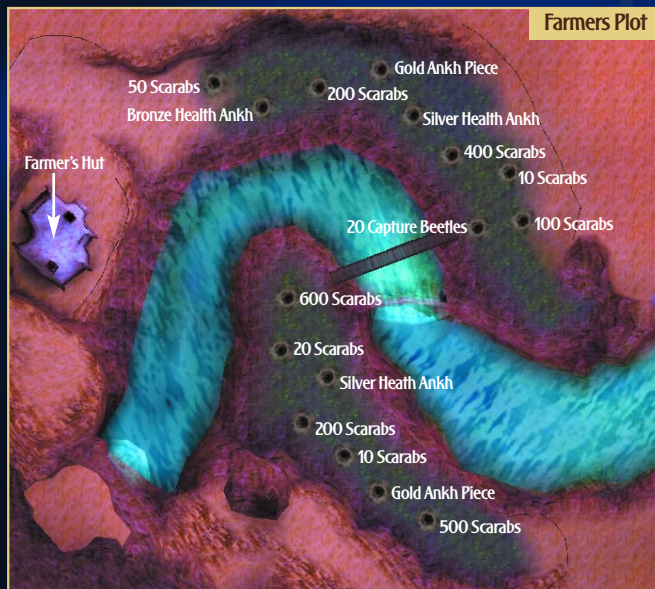


Helian Farmer's Plots

The following items can be obtained from the plots in the Riverside Farm.

Item	Amount	Item	Amount
Gold Ankh Piece	2	100 Scarabs	1
Silver Health Ankh	2	200 Scarabs	2
Bronze Health Ankh	1	400 Scarabs	1
10 Scarabs	2	500 Scarabs	1
20 Scarabs	1	600 Scarabs	1
50 Scarabs	1	20 Capture Beetles	1

NOTE After you have completed Mummy Chapter 1, you can get the farmers to farm their land to find items for you. Whatever they dig up while farming, they will give to you. You can do this for every single plot found on the farm.



Onyx Scarab Totals (Mummy Chapters)

Chapters	Amounts
1st Mummy Chapter	90 (includes 5 for killing the Alert Spider)
2nd Mummy Chapter	45
3rd Mummy Chapter	100
4th Mummy Chapter	100
5th Mummy Chapter	65
6th Mummy Chapter	80
Total	480

100 Scarab Chest Locations

There are three 100 Scarab Chest Locations that you can find:

- Go around the side of the Cursed Palace. You must have first collected the Wings of Ibis in order to perform a somersault. Swim around the right-hand side of the Cursed Palace and double jump onto the ledge. There is a chest with a 100 Scarabs here.
- Find another in Great Wall Entrance II. When you are in the room with the four levers that extend or retract a stone slab high up on the far wall, look over the edge into the pit below and you will see a ledge with a door on it. Somersault to this ledge and go through the door. A chest containing 100 Scarabs is on the other side of the door. In order to get back to the higher platform use the Ka Ankh Firing Point in the previous room.
- The last one is in the locked area under the stairs in the Council Chambers. Place the Glyph Key in the pedestal at the lowest end of the Council Chambers foyer. The gates open and inside there is a chest with 100 Scarabs in it.

Ankh Piece Locations

Here is a list of the Ankh Piece locations.

- When you see the bum outside Paneb's Pair Matching Place on the Grand Canal in Abydos, give him 30 Scarabs (10 Scarabs each time, DO NOT keep giving him two Scarabs as he will give you nothing) and he will give you a Gold Ankh Piece.
- Complete the 1st Mummy Chapter and take the Stolen Abydos Jewel to the Abydos Museum to receive a Gold Ankh Piece.



— Complete the 2nd Mummy Chapter and take the Stolen Abydos Jewel to the Abydos Museum to receive a Gold Ankh Piece.

— Complete the 3rd Mummy Chapter and take the Stolen Abydos Jewel to the Abydos Museum to receive a Gold Ankh Piece.

— Complete the 5th Mummy Chapter and take the Stolen Abydos Jewel to the Abydos Museum to receive a Gold Ankh Piece.

— Complete the 6th Mummy Chapter and take the Stolen Abydos Jewel to the Abydos Museum to receive a Gold Ankh Piece.

— There are two Gold Ankh Pieces located in the Riverside Farm's field.

— There are two Gold Ankh Pieces located in the Onyx Scarab Shop at Heliopolis point. They are priced at 150 Onyx Scarabs a piece.

— Defeat all of the monsters in the cage match at the very end of the Lost Temple of Heliopolis and you will receive a Gold Ankh Piece as a reward.

— The Creature Collector in Bedouin Outpost hands out Monster Lists to help complete his collection. Collect all monsters on Monster List I to earn 100 Scarabs. Complete Monster List II for 200 Scarabs. Monster List III racks up another Gold Ankh Piece.

— Somersault to the ledge outside Anubis Tower and use the Zip Line Handle to access the area where a rope hangs down. Climb the rope and release a Fire Armadillo to burn the wooden supports holding up the large boulder outside Anubis Tower. The boulder rolls down the hill and destroys an obelisk in front of the Cursed Palace. Open the new chest and gain a Gold Ankh Piece.

— Go to Heliopolis Point past Great Wall Entrance II and turn left. Go forward until you see a pen. Go and talk to Sekhmet the Squirt Herder, and he will tell you that he will give you a treasure if you get him his Squirts back. There are four in total and they are not too far from the pen. You cannot use your Capture Beetles here. Just run up to them and they will run away from Sphinx. Herd them back to the Squirt pen and the Sekhmet will give you a Gold Ankh Piece.

— As you leave Great Wall Entrance I, use the Zip Line located near to the entrance and turn left. You will see numerous pots and a wooden crate. Ignore these and go around a small corner to the right of these. You will see a wooden fence with a chest behind it. Use a Fire Armadillo on the fence, then open the chest to receive a Gold Ankh Piece.

— Complete the Athlete's obstacle course near the Cursed Palace in less than 78 seconds to gain a Gold Ankh Piece.

— In the shallow waters near the Cursed Palace, find three circular targets on three small islands. Use the Blowpipe to shoot all three targets (hit the farthest one first) within a few seconds. The revealed chest holds another Gold Ankh Piece.

— Near the Farmer's field is a waterfall. Release a captured Slim Burble near the rocks underneath the waterfall. Behind the destroyed rocks is a chest with a Gold Ankh Piece inside it.

— After you have freed the Pharaoh's wife in the Cursed Palace, you will receive the South Desert Key. Go and use the key on the pedestal located near the Squirt Herder's pen and go through. Turn left and drop down a small ledge. You will see a large cracked boulder. Destroy this boulder using a Slim Burble and go through. You will now be on a small ledge above Riverside Farm with a chest over the waterfall. Open the chest to receive a Gold Ankh Piece.

— You will need four Atun Eyes and the Cave Door Key (obtained from the Onyx Scarab shop for 10 Onyx Scarabs) to obtain this Gold

Ankh Piece. Go to the Athlete located at Heliopolis Point. Don't talk to him just yet, but go to the nearby giant skull and insert two Atun Eyes into it to reveal an Atun Disc. Now run all the way to the opposite side of the beach and go into the cave. You will see a closed door and a pedestal next to it. Use the Cave Door Key on the pedestal to open the door. Go through to the next area, which is South Beach, and go to the other side of the beach until you get to another giant skull. Use another two Atun Eyes on it to reveal the Atun Disc beneath. Now run all the way back to the Athlete and speak to him. He brags that you cannot beat his time to complete a task where you must run to the next beach, jump up and hit a hanging pendant, and make it back to him. To complete this you must hit every Atun Disc and get to the other end of South Beach, jump up the small ledges and hit the hanging pendant, then run back to the Athlete hitting every Atun Disc on the way back. You must do this in less than 70 seconds to receive his Gold Ankh Piece.

— There is another to the right of the stone farmer in the Cursed Palace, inside a pot in the corner of the room.

Atun Eye Locations

— There are eight in the Onyx Scarab Shop on Heliopolis Point and they are priced at 50 Onyx Scarabs for four Atun Eyes.

— There is one located in a pot, inside the Nomad's house on South Beach.

— Go to Heliopolis Point just past Great Wall Entrance II and go to the right. Go up a large hill and on your right you will see two wooden crates. The wooden crate on the right holds an Atun Eye.

— Across the river from the Cursed Palace there is one located in a pot underneath the Eye of Ra that is closest to the Slim Bubbles warren.

— From the one you collected that was located underneath the Eye of Ra (described above), swim into the sea and hug the right wall until you see a pot under the water. Use the Underwater Projectile to smash the pot and reveal the Atun Eye inside.

— Go to Heliopolis Point, past Great Wall Entrance II. Run straight forward and into the sea. There is an underwater target on your right that you can shoot that raises a platform to help you get the Beetle Breeding Jar. In the water around here are five underwater pots. There is one on its own nearest to the target that has Scarabs in it, and then just a bit farther into the water there are two close together that have Scarabs in as well. To the right of these two is another one. Smash this pot and you will have another Atun Eye.

— When you go to get the Beetle Breeding Jar from Heliopolis Point, you will fight two Half Brutes after you shoot the underwater target and jump onto the ledge. Kill these and a rope will descend. Climb the rope and burn the wooden gate with a Fire Armadillo so that you can access the Zip Line. Use the Zip Line to get to the next ledge. On this ledge is a wooden crate. Burn the crate using another Fire Armadillo to gain an Atun Eye.

— Open the gate that leads to the South Desert near the Squirt Herder and go through. Stay to your left and you will see a sign that reads "To Bedouin Outpost" which has a wooden crate behind it. Use a Fire Armadillo on the crate to obtain another Atun Eye.



— Head toward where the Lost Temple of Heliopolis is located in the South Desert. Go along the pathway leading to where you dive down to the temple entrance and the first wooden crate that you come across will be on your right. Use a Fire Armadillo on the crate to receive another Atun Eye.

— Head toward where the Lost Temple of Heliopolis is located in the South Desert. Go along the pathway leading to where you dive down to the temple entrance and there is another wooden crate near the wooden platform where you shoot the chains with the Acid Darts. Use a Fire Armadillo on this crate to receive another Atun Eye.

— When you have acquired the Obelisk Gate Key to open the gate that leads to the Great Obelisk, there is a wooden crate near the tunnel exit to the left of the Great Obelisk. Use a Fire Armadillo on this wooden crate to obtain another Atun Eye.

— There is another Atun Eye around the side of the Cursed Palace. Swim round the right hand side of the Cursed Palace and somersault onto the ledge. There is one in a pot on this ledge.

— Use the secret underwater tunnel from the Cursed Palace area that takes you to the Bedouin Outpost area, and there will be a wooden crate on your right as you exit the water. Use a Fire Armadillo on this crate to receive an Atun Eye.

— Kill the three Mummy Chihuahuas inside the first room of Great Wall Entrance II and a Green Giant Worm will appear. Kill him and a breakable statue will rise. Smash this for another Atun Eye.

— In the first room of Great Wall Entrance II, you will come across some ropes that you must jump across to reach the next ledge. There is an Atun Eye in a pot after you jump across the ropes.

— When you get to the top of the first room in Great Wall Entrance II, there is a wooden crate to the left of the exit that takes you further into the Great Wall. Use a Fire Armadillo on this crate for another Atun Eye.

— There is an Atun Eye in a pot located around the back of the Farmers House in Heliopolis.

— When you come out of Great Wall Section I, make sure you have a Fire Armadillo. Go and use the Zip Line near to the entrance of Great Wall Section I, turn left and go up to the wall. You will see a wooden crate. Use your Fire Armadillo on the crate to obtain another Atun Eye.

— When you kill the Wasp Spiders outside the Abydos Council Chambers, go into the chambers and speak with the dignitary walking around by the save statue. They will give you an Atun Eye in thanks.

— When you get to South Beach, go to the far right of the beach and you will see a wooden crate. Use a Fire Armadillo on the crate to obtain another Atun Eye.

— From South Beach, swim out toward the Sun Shrine Temple. You will see a pot under the water. Smash this pot with the Underwater Projectiles to receive another Atun Eye.

— There is an Atun Eye located in a wooden crate behind the tents at Bedouin Outpost. Use a Fire Armadillo on the crate to obtain the Atun Eye.

— There is one in a pot located on a peninsula above the water at South Beach that you get to from the South Desert.

— Inside the Cursed Palace there is one in a wooden crate to the right of where the petrified farmer is found.

— There is one in a wooden crate near the bridge on Riverside Farm in Heliopolis. There are two wooden crates and it's the one that is closest to the bridge that has the Atun Eye inside.

Giant Skull Locations

There are six in total, which require twelve Atun Eyes to reveal all Atun Discs.

— From the jetty outside the Cursed Palace, run forward and you will see one on your right.

— Run toward Great Wall Entrance I from the Cursed Palace and you will see one on your right next to the water.

— From the giant skull mentioned above, run toward the entrance of Great Wall Entrance II. You will see one near two Eye of Ra.

— Go to where the Slim Bubbles warren is near the Farmer's field in Heliopolis and you will see one nearby. It's in between the Eye of Ra and the Buble warren.

— Go out of Nomad's house on South Beach and turn left. You will see another giant skull near the water's edge.

— Go to the Athlete in Heliopolis Point and you will see another giant skull right in front of him. Behind it you will see Geleb's Glyph Shop and Ben-Ben's Bazaar.

Sorkon's Sequence Shack Sequence List

	<i>Beginner</i>	<i>Intermediate</i>	<i>Expert</i>
R = Red B = Blue Y = Yellow G = Green	R B G Y B R B G B Y G B	B R B Y G B R G Y G B R R B G Y	R Y G B G Y B R G B B G B Y R G B Y R B
	R Y B G Y B R G R Y R B	B G R G R Y B G Y R G Y B G Y R	R B Y G R R G B R Y Y R B R G G R B G Y
	R G Y B R Y G Y R R B Y	B Y G R Y R B G R Y R B G Y R Y	R G B Y R Y B G B R R G Y R B G Y R B Y

